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C. UYAK, T. HUGHES, J. BACK, W. GRIMM

HUGHES ASSOCIATES, INC. 2730 UNIVERSITY BLVD., WEST, SUITE 902 WHEATON MA 20902

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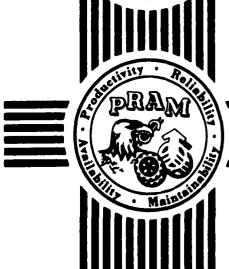


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PREFACE

This report was prepared by Hughes Associates; Inc., 2730 University Blvd West; suite 902, Wheaton MD 20902 under MIPR Number N87-66. Hughes Associates, Inc., is under a Task Order contract to Naval Research Laboratory, Washington D.C. 20375. This work was conducted for the Air Force Engineering and Services Center, Engineering and services Laboratory (AFESC/RDCF), Tyndall Air Force Base, Florida 32403-6001. Project was funded by USAT/TRAM office at Wright-Patterson Air Force Base, Ohio.

This report summarizes work done between December 1984 and March 1986. HQ AFESC/RDCF program manager was Joseph L. Walker, Wade H. Grimm was the project manager.

The authors wish to recognize and thank the following personnel for their technical consultant support on the program: Mr Hampton Cayson, Fire Chief Fred Hill, CMSgt Hans Finkbeiner, and Mr Miles Young.

This report has been reviewed by the Public Affairs Office (PA) and is releasable to the National Technical Information Service (NTIS). At NTIS, it will be available to the general public, including foreign nationals.

This technical report has been reviewed and is approved for publication.

WADE H. GRIMM

Project Manager

ROBERT J. MAJKA, Lt//Colonel, USAF Chief, Engineering Research

Division

thief, Fire Technology Branch

JAMES R. VAN ORMAN

Dep Director, Engineering & Services

Laboratory

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INTRODUCTION

A. OBJECTIVE

The objective of this effort is to develop, construct, test and evaluate a training situation simulator which will be used to train firefighters in fire suppression hoseline operations, apparatus placement and usage, decision-making tactics, strategy, communications, and situation responses commensurate with their skill levels and positions.

B. BACKGROUND

Increased environmental restrictions on the open burning of hydrocarbon fuel and the increased maintenance and fuel cost for firefighting vehicles have placed severe restraints on firefighting training. Indications are that environmental restrictions will continue to increase. Likewise, the practice of using actual firefighting vehicles for training will become increasingly cost-prohibitive. Fuel shortages and environmental constraints have made the continuance of this type of training unacceptable. The effects of these trends are that the proficiency level of the Air Force firefighters is decreasing. Equipment and training aids must be made available to fire departments to curb this decline in proficiency. A situation simulator system is required to augment the newly developed vehicle training simulator and reinforce the classroom instruction program of the required training subjects as required by AFR 92-1 for proficiency training.

Air Force firefighter training at base level consists of on-the-job training for newly assigned firefighters and recurring proficiency training for qualified fire protection specialists. The training of firefighters requires considerable time and resources. Valuable resources are consumed in creating and extinguishing live fires. While these training situations expose the firefighter to the heat, smoke, and noise of a fire, they are relatively short, the environment is degraded and the fire situation is not reproduced due to wind, weather, etc. addition to actual live training fires, a multitude of other training requirements are essential to produce a well-rounded and proficient firefighter. An objective rating scale for firefighter efforts is difficult to establish because of changing circumstances. Due to the consistently large turnover of personnel, maintenance cost of the vehicle fleet and fuel consumption, a more economical method of training firefighters is needed. This situation simulator will be designed

specifically to meet the training requirements outlined in AFR 92-1 for recurring proficiency training. A significant aspect of the situation simulator is that it will be able to provide "what if" situations impossible to duplicate in a normal training scenario.

C. SCOPE

The scope of this work consists of: the development of a working model situation simulator design; the construction of a working model fire/crash rescue training situation simulator; the test and evaluation of the simulator; a technical report detailing all the work accomplished in the project; and the preparation of a preliminary purchase description specification for the situation simulator.

SECTION II

PROJECT DEVELOPMENT

The Air Force Situation Simulator for Firefighters was developed as a pilot project to study the effectiveness of interactive video instruction for enhanced firefighter training. The study and drill consist of simulated interior and exterior fire scenarios involving the C-141B wide-body aircraft, as well as aircraft familiarization material. System hardware consists of a laser disc storage medium (which permits high speed, random access to large volumes of data), a microcomputer with touch-sensitive screen, and a standard printer.

Rationale for testing interactive video instruction includes its unique advantages:

- realistic audio/visual fire scenarios
- "what-if" capability
- immediate feedback
- standardized training
- accessibility outside the usual training schedule
- low cost
- frees resources for other uses
- self-paced learning

A. PHASE I - PROJECT DEFINITION

In August 1984, personnel from Hughes Associates, Inc., the Air Force Engineering and Services Center, the Military Aircraft Command, Naval Air Systems Command and the U.S. Naval Research Laboratory met to discuss the role interactive videodisc technology could play in Air Force firefighter training. The discussion was based on a proposal by Hughes Associates, Inc. A decision was made to produce a prototype system based on most frequent/most severe incidents.

In late December a meeting was held with instructors at the Air Force's Chanute Technical Training Center Fire School. The main objective was to determine the most frequent/most severe types of incidents involving wide-body aircraft. Based on the discussion, two scenarios were chosen for the prototype system:

1. A wide-body aircraft with interior electrical fire performs safe emergency landing. Plane is carrying litter patients and attendants.

2. An aircraft with 30,000 gallons of JP-4 fuel develops engine fire on the flight line.

The C-141 was chosen as a "typical" wide-body plane.

A tentative list of elements to be included in each scenario was also developed during this meeting.

- 1. An introduction to the aircraft including cockpit layout, engines, entries and exits, etc. would be developed.
- 2. A verbal description of the incident (e.g., "A C-141 loaded with hazardous cargo develops a smoking brake during landing") would be included.
- 3. Where possible, actual film footage of an incident involving conditions used in the scenario.
- 4. The development of scenario elements including the results and consequences of decisions would be shown with graphics and animation interspersed where possible with actual film footage.
- 5. A series of decision paths would be available which would lead to control of the incident with various levels of damage and/or injuries. At least one decision path would lead to the destruction of the aircraft and loss of life.
- 6. Each decision point would have at least three possible decisions, of which one would lead to worsening conditions.
- 7. Random selection of fire scene conditions would be designed to provide depth of decision-making and to prevent easy mastery of the scenarios.
 - 8. Each scenario would end with:
- a. an estimate of injuries to aircraft occupants, firefighters, and/or bystanders;
 - b. an estimate of fatalities;
- c. an estimate of total damage to aircraft and exposures; and
- d. a summary of decisions which were significant in the control of the incident and those which caused increased loss or injuries.

Another outcome of the meeting at Chanute was a set of training system goals.

- l. Improve skills needed to combat interior and exterior fires on the C-141
 - 2. Reinforce conventional training
 - 3. Stress established procedures
 - 4. Provide experience in size-up
 - 5. Increase aircraft familiarization
 - 6. Improve decision-making skills
 - 7. Build confidence
 - 8. Provide cross-training of personnel
 - 9. Stress need for communications
 - 10. Prepare trainee for promotion
 - 11. Drill in resource utilization

These goals were used as guidelines during all phases of the project.

B. PHASE II - PROJECT DESIGN

The Situation Simulator for Firefighters is designed to supplement and reinforce standard Air Force practice and procedures. All course material is from CDC 57130 and 57150 manuals, IFSTA manuals, and the C-141 flight manual. Where additional information was required, Air Force personnel were consulted. From the broad range of topics covered in the Career Development Course manuals, specific skills were selected to receive particular attention in the prototype program. Specific skills addressed are listed in Figure 1. Figure 2 cross-references these skills to the appropriate section of CDC 57130. All skills addressed are those required by the Air Force for advancement from Level 3 to Level 5.

The C-141 course is designed in two main sections: untimed, unscored study of basic information and skills; and timed, high-pressure application of that knowledge.

Basic skills and information are taught through study of the C-141 Aircraft Information and the Basic Operations segments. The Aircraft Information section is designed to familiarize the student with the aircraft and includes cockpit layout, location of entries, engine diagrams, etc.

HANDI INE OPERATIONS

- o size up
- o locating "seat" of fire
- o placement of agent on fire, not smoke
- o agent selection
- o protection of rescue operations
- o protection of exposures
- o efficient agent application
- o pattern selection

AIRCRAFT FAMILIARIZATION

- o C-141 description
- o cockpit
- o interior plan
- o latches
- o normal entry points
- o emergency entry points
- o cut-in locations

SAFETY

RESOURCE UTILIZATION

- o size up
- o efficient use of apparatus
- o efficient use of firefighters
- o efficient use of agent
- o efficient use of backup assistance

SECURING THE AIRCRAFT

- o electrical
- o APU
- o fuel
- o oxygen
- o emergency engine shutdown

PLACEMENT OF APPARATUS

- o size up at arrival
- o fire location
- o environmental conditions
- o equipment limitations

VENTILATION

- o location selection
- o size up

COMMUNICATIONS

- o reporting to crash control
- o reporting to incident commander
- o discipline give information as briefly as possible

Figure 1. Skills Addressed in Prototype Course

AFSC 57130 Crash Firefighter training Objective

Video Course Subroutine

Assign Units Handline Prefire Plans Enter Aircraft Ventilation Secure Aircraft. Prefire Plans Position Apparatus, Arrival, Environmental Condition, Rescue, Turret, Handline Turret, Handline Hand Extinguisher Turret, Handline, Penetrator Handline, Heat Scanner Command and Control activities Control, Protect, Extinguish Control, Protect, Extinguish, Overhaul Ventilation Rescue, Secure Aircraft Dispatch messages, wind shifts Assign Units - Units assigned as a team Dispatch messages contain required Game approach - student plays variety of positions Turret; handline; position of apparatus Rescue, position of apparatus, turret, handline Position apparatus, turret, handline Prefire plans, protect exposures, rescue, handline, turret, control fire Protect exposures, handline, turret Extinguish fire, turret, handline, penetrator Request Assistance, Size up Overhaul, handline, heat scanner Exterior scenario **Handline** Game approach Command and control

Teamwork (p. 6)
Hoseline Pattern Selection (p.6)
Aircraft Components (pp. 9-12)
Entry Procedure (pp. 12-17)
Aircraft Systems (pp. 18-21)
Positioning (pp. 29-31)

Control (p. 31)
Extinguishment (p. 31)
Overhaul (p. 32)
Crew Chief Duties (p. 33)
Turret Operation (p. 33)
Handline Operations (p. 33-35)

Ventilation (pp. 49-50, 129-141) Rescue (pp. 65-70) Runway Numbering (CO2) Teamwork (CO1)

Dispatch Message Content (CO1) information Cross-training (CO1) (C16)

Wind (C10)

Type of Aircraft (C10)

Positioning (C11) Rescue (C12)

Protection of Exposures (Cl2) (Cl3) Extinguishment (Cl2)

Use of Auxiliary Equipment (C12)
Overhaul (C13)
Engine fires (C13)
Nozzleman Duties (C16)
Training Progression (C16)
Crew Chief (C16)

Figure 2. Basic Skills

Basic Operations is designed to reinforce materials in IFSTA manuals and in CDC 57150. It covers numerous topics such as extinguishing agents, ventilation, overhaul and handline operations. Each topic has an information section and a series of questions and answers. Basic Operations contains study material and exercises in a number of areas. These include:

- 1. Control
- 2. Extinguishment
- 3. Positioning apparatus
- 4. Agent selection
- 5. Protecting exposures
- 6. Overhaul
- 7. Ventilation
- 8. Pattern selection
- 9. Locations to apply agent1

The students then have the opportunity to apply this basic knowledge during the interior and exterior fire scenario courses. Both courses are designed in such a way that students who have not mastered basic skills will find it difficult to extinguish the fire and minimize life and property loss within the time allotted. During these courses, the student will gain simulated experience in handline applications, communications, situation assessment, ventilation, resource utilization, rescue, agent selection and rapid decision-making under pressure. The program design will permit the user to experience a fire scenario from two vantage points - that of the line firefighter and the incident commander. This reinforces the need for following directions by allowing the student to experience a fire from another perspective. It also helps prepare students for additional responsibilities and promotion opportunities.

Both the interior and exterior courses contain random variables so that students face different initial conditions each time they play. Variables include fire size at arrival, blocked doors, equipment available, personnel to be rescued, wind, and temperature. Wind speed, direction, and temperature have no effect on the game but are included as distractors to the student.

All course material, including firefighting tactics and techniques, was verified during meetings with Air Force fire protection managers, fire chiefs and training instructors held in Albuquerque NM in May of 1985 and with personnel from AFESC, Tyndall AFB FL throughout the project.

In addition, unlimited variations of the course will be encountered because the fire progression depends on student actions (or lack thereof) and reaction time. The computer program constantly checks the quantity and flow rates of available agent; whether the vehicle is close enough to the chosen application site for the stream to reach; effect of ventilation; smoke level; death and rescue rates; agent application locations; and numerous other factors in order to produce a realistic fire scenario. For instance, in the interior fire, the death rate increases if Halon is used before all passengers are rescued.

A printout of student activity during a scenario will be provided. This printout will also contain a summary of lives lost, property damage, and recommended study topics.

C. PHASE III - PRODUCTION

Audio/Visual

Maintaining student interest in computer-based training is facilitated by effective use of audio and visual elements. An extensive review of visual approaches was conducted.

Use of new or existing films was discarded very early. Videodisc production requires high-quality film. Existing footage of this type to support the scenarios being developed was not found. Shooting live fire footage was not feasible.

The next approach considered was cartooning. Two factors eliminated this approach. It was decided that cartoons conveyed too much of a "game" atmosphere and the cost to develop them was very high.

The graphics finally selected mix several approaches. Those used in the Aircraft Information section are still photographs with gfa text overlays. Basic Operations uses computer-generated text and graphics. Both the Interior and Exterior Courses use photographs of the C-141B overlaid with animated smoke and flame. When combined with various audio tracks, the result far exceeds any other graphically simulated fire we have seen.

2. Hardware

Finding a hardware system capable of meeting the requirements for this interactive video program was much more difficult than originally anticipated. A number of systems are on the market and all were considered.

Digital Equipment's IVIS system is currently the top-of-the-line interactive video system available. It was ruled out immediately because of cost (about \$50,000 at this time) for a development unit. Additional units for fire station installation currently cost about \$15,000.

Several reputable companies offer an Apple computer-based system. The main reason for not selecting one was that each component was from a different manufacturer and service could be a problem.

Initial project development was on a Sony SMC 70 system. This arrangement did not work out as expected. Hardware deliveries were held up; software, though promised, was not available; and it had insufficient internal memory.

The prototype was finally delivered on NCR's InteracTV-2 - a unit designed specifically for interactive video training. Appendix B contains technical specifications for this system and a Life Cycle/Cost Analysis is included as Appendix C, covering hardware, maintenance, and supplies.

IBM has announced development of a system similar to NCR's. It is due to be released in March 1986. The two systems should be interchangeable with a minimum of programming effort. It is expected that at least three manufacturers will be in a position to offer systems that will meet Air Force requirements.

SECTION III

TESTING AND EVALUATION

The prototype system was delivered to Andrews Air Force Base on 3 February 1986 for testing and evaluation. It was installed in the training room and was run approximately 8 hours per day, 7 days per week for 3 weeks. A total of 42 fire department personnel with experience ranging from 4 months to 26 years used the system. Each user played a minimum of four Interior Courses, four Exterior Courses, one Basic Operations Unit and one Aircraft Information Unit. Sessions lasted 2 1/2 - 3 hours. Prior to using the Simulator, users were told that they were not being evaluated but were helping to evaluate the machine. They were given a brief description of the system and were assured of the confidentiality of their scores and opinions. At the conclusion of each session, each user was given a survey sheet to complete (Appendix D). A summary of results is provided in Figure 3.

1. Did you like using the Situation Simulator? Disliked Liked Very Much (Scale) (# of Responses) $\frac{1}{1}$ 2. How easy was it to use? Very Difficult Very Easy (# of Responses) $\frac{1}{1}$ 3. Would you like to take more training this way? Absolutely Not Definitely (Scale) 1 2 3 4 5 (# of Responses) 1 1 2 5 33 4. Is the Aircraft Information section easy to understand? Not Clear Clear (Scale) $\frac{1}{0}$ $\frac{2}{0}$ $\frac{3}{7}$ $\frac{4}{12}$ 5. Is the Basic Operations section easy to understand? Not Clear Clear No (Scale) $\frac{1}{0}$ $\frac{2}{0}$ $\frac{3}{0}$ (Scale) Response 6. Were the fire situations realistic? Disliked liked very much

Figure 3. User Survey Sheet Summary Andrews Air Force Base

(* of Responses) $\frac{1}{0}$

No

User response to the Situation Simulator was positive. Ninety percent of those tested indicated their desire for more of this type of training. Those individuals who were uncomfortable with the system cited their dislike of a "machine judging people." No correlation was found between acceptance level and age or experience.

SECTION IV

CONCLUSIONS AND RECOMMENDATIONS

Studies conducted on the effectiveness of videodisc training and student acceptance indicate that this approach can be highly successful. The most comprehensive study to date concludes with these general statements:

- 1. Interactive videodisc represents a new medium, unique from earlier approaches, containing the many strengths, but fewer weaknesses, of other media. It should be treated as distinct and separate from either educational videotape or computer-assisted forms of instruction.
- 2. New instructional design methods and models should be used to develop new types of instruction if the benefits of the new technology are to be realized.
- 3. Interactive videodisc instruction which is thoughtfully and systematically developed, and shows creative new instructional strategies, is beginning to demonstrate consistent positive results.
- 4. Typically, learners who use interactive systems are achieving scores significantly higher than learners using other approaches. They often do this although they spend less time in instruction. Uniformly, these learners report they enjoy and prefer working with interactive videodisc systems over conventional mediated approaches.
- 5. The concept has been proven, interactive videodisc lessons can be created, the equipment can be successfully integrated, and it stands up, (often better than other video systems) under thousands of hours of use.²

During the testing period at Andrews AFB, the following observations were made:

- 1. Students became very involved in the simulations.
- 2. The simulations frequently served as a basis for further discussion with the Training Instructor.
- 3. Some users stated they were going to go "read the manuals" so that they could "do better next time."

DeBloois, Michael, Maki, Karen C., Hall, Arno F., The Effectiveness of Interactive Videodisc Training; a Comprehensive Review, The Videodisc Monitor, Falls Church, VA, 1984, p. 53.

- 4. Most users wanted to come back and try again.
- 5. Users liked seeing the overall fire scene and how each action they took changed the fire growth and death rate.

There is no doubt that the Situation Simulator can make a significant impact on Air Force firefighter training, both in the area of basic skills (equipment use, first aid, etc.) and in application of that knowledge in fire simulations.

To complete the evaluation of interactive video as an integral component of Air Force firefighter training, it is recommended that:

- l. Two to three additional programs should be developed in other subject areas to allow verification of the system's adaptability and acceptance. While maintaining the basic concepts of the C-141 situation simulator, the development of additional programs should include alternative approaches to the training software program. A specific recommendation is for the development of a simulator which, for a specific class of problems, is capable of a large number of different fire scenarios. Here the videodisc-based graphics and computer-generated graphics are used to their maximum advantage, resulting in more flexible training tools. Additional alternative approaches, consistent with the existing simulator should also be investigated.
- 2. Formal testing and evaluation of the program should be pursued following completion of additional courseware.
- 3. A computer-based instructional program (using computer-generated graphics only) should be developed and tested to assess user acceptance.

APPENDIX A

USER'S MANUAL

NOTE:

So that this can be used separately, a Table of Contents is provided and the Figures are not numbered as Appendix Figures.

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SECTION I

INTRODUCTION

This training simulation system will help you to develop and maintain the skills needed to be an effective member of a USAF crash/rescue team. These skills will help you to better protect lives and property, as well as advance within your profession.

These training courses are presented in a format which makes the system fun, as well as educational. In a way, they are similar to video arcade games that you may have played. A unique feature of these courses is that you will be able to experience the consequences of your actions and decisions—both right and wrong. This feedback will help you understand the effects that your decisions, and the order and speed with which you make them, have on the success of a crash/rescue operation.

The consequences of your actions as you go through a particular training course will usually involve:

Aircraft passengers rescued or killed Firefighters killed Extent of fire spread Amount of property damage

Your job is to rescue as many people as rapidly as you can. You must also control and extinguish the fire properly and as rapidly as possible to minimize damage. Obviously, your results can vary from one extreme to the other each time you attempt a given course.

One important point to remember is that each time you use the system, the situation presented to you will differ from the one before because of the random events in a particular training session. Therefore, you can use the system over and over without repeating a particular scenario.

The remainder of this manual consists of:

Section II - A discussion of training course objectives and the basis for establishing your accomplishments

Section III - A description of the training system hardware

Section IV - The identification of the procedures for interacting with the system

Section V - A discussion of the actions you can take throughout this simulation

Section VI - System installation instructions

Section VII - A summary of training system operating instructions

Section VIII - System startup procedures

SECTION II

TRAINING COURSE OBJECTIVES

The fundamental objective of the Situation Simulator for Firefighters is to help you develop and maintain your skills in aircraft firefighting and rescue. This knowledge, and simulated experience, will help you to better protect lives and property, as well as to advance within your profession.

Specific training system objectives are to:

Improve fireground decision-making skills at all grade levels;

Build confidence at all levels; Prepare trainee for promotional opportunities;

Enhance cross-training of all fire department personnel;

Reinforce the use of standard communications procedures;

Provide reinforcement of conventional training; Stress use of established procedures;

Provide simulated experience in situation assessment (sizeup);

Improve the capability to effectively place apparatus and deploy personnel;

Provide static and dynamic drills in aircraft familiarization, including securing aircraft systems (i.e., engine, electrical, etc.);

Improve trainee capability to combat interior and exterior fire/rescue operations.

SECTION III

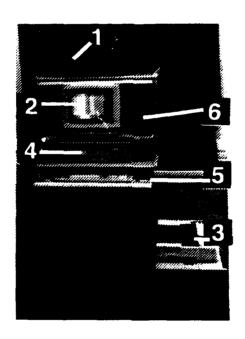
TRAINING SYSTEM HARDWARE

The heart of the system is a laser disc player. This unit plays a disc which is similar in appearance to a long-playing phonograph record, but which contains 30 minutes of audio and video on each side. The disc contains the sights and sounds you will see and hear as you go through the training course.

The video disc player is controlled by a microcomputer. When you enter a decision by touching the screen, this computer determines the expected impact on the fire and selects the corresponding programmed images from the video disc.

The computer monitor is the component of the system which you will use directly. All images and associated audio from the video disc, and messages from the computer, will be received through this monitor. All your instructions to the computer and actions taken throughout the simulation will be entered by touching the screen. When touching the screen, be sure to touch the center of the touch area next to the response that you have selected.

The system also includes a printer which will produce a report at the conclusion of each training session. This report will contain the result you achieved—in terms of life and property loss—and a summary of the actions you took throughout the course.



- 1. laser disc player
- 2. microcomputer
- 3. printer
- 4. touch sensitive monitor
- keyboard speaker 5.

Figure 1. Pilot System Hardware - NCR InteracTV2.

SECTION IV

ACTIVITIES ALLOWED

The C-141 course contains four study units, each designed to give you important information about wide-body aircraft firefighting aircraft. Information consists of a "walk-through" of the C-141B including general information, cockpit, engines, etc. Thorough mastery of this section will enhance your effectiveness during actual fires as well as in the simulated fires contained in the course. Basic operation is a review of general firefighting information. This section covers topics such as agent selection, pattern selection, ventilation, etc. Information presented in Basic Operations is designed to reinforce material from Air Force manuals. The Interior and Exterior Courses give you a chance to apply your knowledge of crash/rescue firefighting in simulated fire situations.

When you begin the training course you will be asked to choose a section to work with. The menu will look like this:

O TRAINING SECTIONS
O TOUCH CHOICE
O AIRCRAFT INFORMATION
O BASIC OPERATIONS
O EXTERIOR COURSE
O INTERIOR COURSE
O SYSTEM INFORMATION
O EXIT TO SYSTEM

Figure 2. Main Menu.

Touch the circle next to your choice. If, for instance, you touch AIRCRAFT INFORMATION, the system will ask you what topic you want to study. Touching QUIT at any time during a course returns you to the menu above.

TOUCH Topic to Study

- C-141B General InformationCockpit
- Companies
- Entrances
- O Engine Shutdown
- O Quit

Figure 3. Aircraft Information Menu.

Choosing BASIC OPERATIONS leads to a list of study topics. Each topic has both an information and an exercise section designed for self-study.

BASIC OPERATIONS

TOUCH STUDY TOPICS

\bigcirc	AGENT SELECTION	0	PATTERN SELECTION
0	AGENT APPLICATION	0	POSITION APPARATUS
0	CONTROL	0	PROTECT EXPOSURES
0	EXTINGUISHMENT	0	VENTILATION
\bigcirc	OVERHAUL	\circ	QUIT

Figure 4. Basic Operations Menu.

Each time you select the Interior or Exterior course you will be given a slightly different situation. For example, a different time of day, weather conditions, or the stage of the fire at the beginning of the training session. You can take each training course many times without repeating the same scenario. You will be given basic background information at the beginning of each course.

You will also be given the number and type of resources available to you.

CRASH 3 / P15 ON SCENE

CRASH 4 / P2 ON SCENE

CRASH 5 / P2 ON SCENE

RESCUE 6 / P10 ON SCENE

ENGINE 7 / STRUCTURAL TRUCK ON SCENE

CRASH 9 / P13 ON SCENE

To go through the training course, you must touch one of the activities listed on the screen.

The activities, as shown here, will always be at the right of the screen. You may touch an activity at any time and as often as you wish. When you touch an activity, the system will automatically lead you through the series of steps necessary to accomplish that activity.

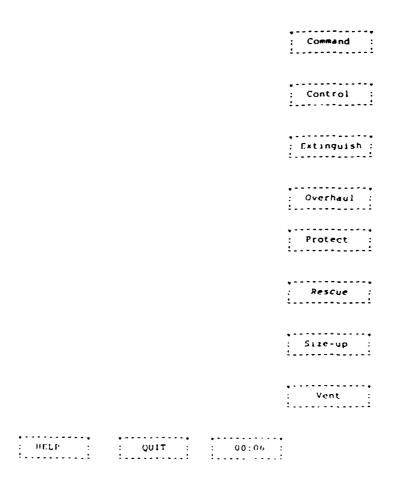


Figure 5. Activity Menu.

The following pages show samples of the monitor screens as activities are selected.

COMMAND MENU

TOUCH CHOICE

- O POSITION APPARATUS
- O SECURE AIRCRAFT
- O COMMUNICATE
- O REQUEST ASSISTANCE
- O RETURN UNITS

CANCEL

Figure 6. Command Menu.

Touching POSITION APPARATUS causes the screen below to appear.

To position apparatus, touch the truck you wish to position (left-hand column) and then touch the position you want it to go to.

You must position apparatus before starting firefighting activities.

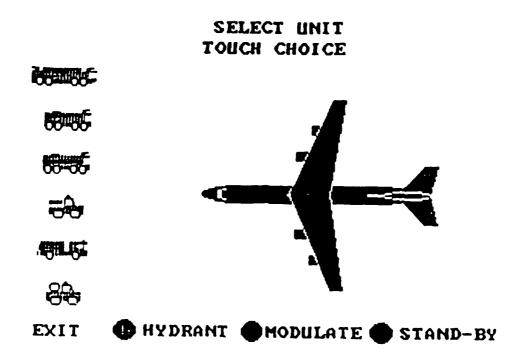


Figure 7. Position Apparatus Menu.

When you are finished, touch EXIT.

Another choice in the command menu is SECURE AIRCRAFT.

Use SECURE AIRCRAFT to shut off aircraft systems (electrical, engine, oxygen, etc.)

Touching COMMUNICATE permits the student to select and see either of two reports below.

SITUATION STATUS

WING AND ENGINE FIRE = 150

RUNNING FUEL FIRE = 5 FEET

FUEL SPILL = 780 SQUARE FEET

POOL FIRE = 780 SQUARE FEET

GAME TIME = 321 SECONDS

TOUCH TO CONTINUE

UNIT STATUS

UNIT	STATUS	<u>ASSIGNMENT</u>
CRASH 3	STANDING BY	
CRASH 4	IN POSITION	HANDLINE
CRASH 5	IN POSITION	
RESCUE 6	STANDING BY	
ENGINE 7	NOT ON SCENE	
CRASH 9	STANDING BY	

TOUCH TO CONTINUE

Figure 8. Communicate Options.

Touch REQUEST ASSISTANCE

To call for additional help. You may select additional help from the menu below.

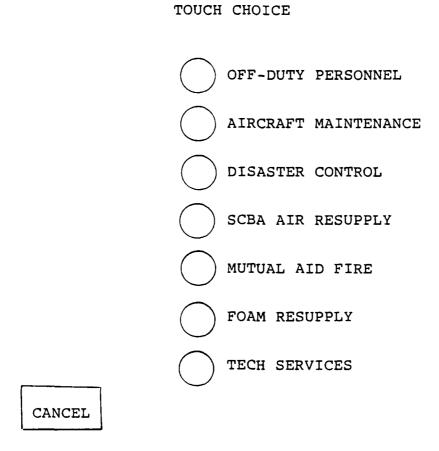


Figure 9. Request Assistance Menu.

CONTROL, EXTINGUISH, PROTECT

These activities are the heart of firefighting. Each is accomplished by making a series of choices. For example touching CONTROL produces the following screen.

HOW WOULD YOU LIKE TO CONTROL?

TOUCH CHOICE

\circ	HANDLINE	
0	PENETRATO	OR
0	PORTABLE	EXTINGUISHER

TURRET

CANCEL

Figure 10. Control Menu.

Selecting (touching) **HANDLINE** or one of the other choices in the previous menu results in appearance of the following screen.

SELECT AGENT

TOUCH CHOICE

- AFFF
- O DRY CHEMICAL
- HALON
- O WATER

CANCEL

Figure 11. Agent Selection Menu.

When an agent is selected by touching the previous screen, the screen below appears which provides numerous choices of where to enter the aircraft.

SELECT LOCATION

TOUCH CHOICE

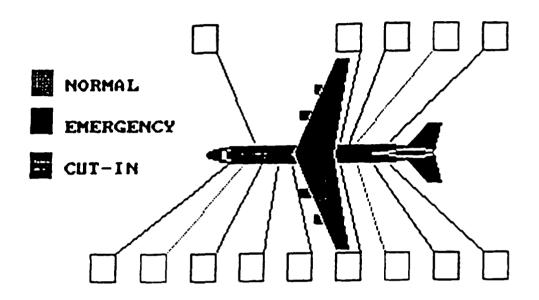


Figure 12. Entrance Selection Menu.

The next screen to appear after an entry location is selected is:

HOW WOULD THIS DOOR BE OPENED?

TOUCH CHOICE

- O PULL T-HANDLE, ROTATE CLOCKWISE
- O PRESS TRIGGER, ROTATE COUNTERCLOCKWISE
- () LIFT RELEASE RING, PULL UPWARD
- STRIKE BUMP PLATE

CANCEL

Figure 13. Door Entrance Procedure Menu.

If the door is opened correctly you will then enter the aircraft and be given further decisions to make.

VENT

Touching VENT in the activities list will permit you to ventilate the aircraft through doors, hatches, and designated cut-in areas. After choosing where you want to ventilate, you will go through a series of steps to complete the ventilation process. If you wish to ventilate in more than one area, you must complete the process for the first location, and then touch VENT again to repeat the procedure.

RESCUE

Rescue allows you to assign a team (or teams) to rescue duty.

CANCEL

Cancel the assignment you are in the process of making.

SIZE-UP

Size-up is used to send an initial report of conditions to control.

HELP

Help permits you to review aircraft information and system information.

QUIT

Quit returns you to the opening menu.

CLOCK

The clock records the elapsed game time.

To help you review your training, you will get a printout of your results at the conclusion of the scenario. This printout will include a general description of the situation presented to you; what actions you took in what order; when and how long it took you to accomplish various activities; if, or when, rescue and extinguishment were completed; and the number of lives lost and extent of property damage. Figure 14 is a sample print-out.

C-141

SITUATION SIMULATOR

FOR

FIRE FIGHTERS

EXTERIOR COURSE

INITIAL DISPATCH / ARRIVAL

CRASH 3 ON SCENE

CRASH 4 ON SCENE

CRASH 5 ON SCENE

RESCUE 6 ON SCENE

ENGINE 7 ON SCENE

CRASH 9 ON SCENE

Figure 14. Sample Printout, Exterior Course.

POSITIONS AROUND AIRCRAFT

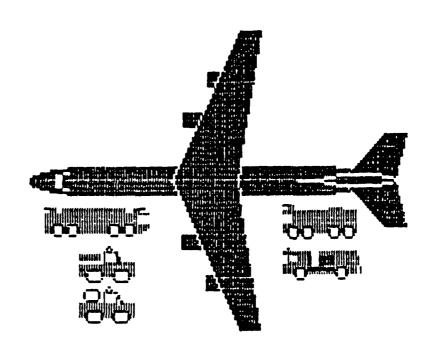


Figure 14. Sample Printout, Exterior Course (Continued).

DECISIONS MADE BY THE STUDENT

ACTIVITY UNIT ASSIGNED TIME	EXTINGUISH/TURRET CRASH 3/P15 45 SECONDS
FIRE SIZE	4 FEET

ACTIVITY	EXTINGUISH/TURRET
UNIT ASSIGNED	CRASH 4/P2
TIME	66 SECONDS
FIRE SIZE	6 FEET

ACTIVITY	EXTINGUISH/TURRET
UNIT ASSIGNED	CRASH 3/P15
TIME	158 SECONDS
FIRE SIZE	20 FEET

ACTIVITY	EXTINGUISH/TURRET
UNIT ASSIGNED	CRASH 4/P2
TIME	183 SECONDS
FIRE SIZE	45 FEET

ACTIVITY	EXTINGUISH/HANDLINE
UNIT ASSIGNED	CRASH 9/p13
TIME	220 SECONDS
FIRE SIZE	7 FEET

ACTIVITY	EXTINGUISH/HANDLINE CRASH 9/p13
UNIT ASSIGNED TIME	255 SECONDS
FIRE SIZE	6 FEET

ACTIVITY	RESCUE
UNIT ASSIGNED	RESCUE 6/P10
TIME	269 SECONDS
FIRE SIZE	6 FEET

ACTIVITY	SECURE A/C
UNIT ASSIGNED	ENGINE7/STRUCTURAL
	TRUCK
TIME	308 SECONDS
FIRE SIZE	6 FEET

Figure 14. Sample Printout, Exterior Course (Continued).

INITIAL FIRE CONDITIONS

HEAVY SMOKE COMING FROM ENGINE, FLAMES AT REAR OF ENGINE JUST BECOMING VISIBLE

DAMAGE TO PLANE

ENGINE TOTALLY DESTROYED, WING SUFFERED ONLY MINOR DAMAGE

GENERAL COMMENTS/SUGGESTED SUTDY AREAS

THE FIRST ACTION TAKEN BY THE STUDENT IN ANY FIRE EMERGENCY SHOULD BE TO SIZE UP THE SITUATION

ALWAYS SEARCH THE AIRCRAFT TO MAKE SURE NO ONE IS ON BOARD

Figure 14. Sample Printout, Exterior Course (Concluded).

That's it! You can know how to use this training system - but we haven't given all our secrets away, so stay alert. Good luck and have fun.

SECTION V

INSTALLATION INSTRUCTIONS

A. HOW TO COPY THE PROGRAM TO THE HARD DISK

Insert your DOS disk in drive A and turn on the system. When the screen displays a prompt (A , B , or C), remove the system disk and place disk #1 of the program in the drive. Type

COPY A:*.* C*.*

Then hit <u>Enter</u>. A list of files that have been copies will be displayed on the screen. When the process is complete, the same prompt as before should appear on the screen.

Example:

A>COPY A:*.* C:*.*

A: VCONFIG. EXE

A: ITVDIAG. EXE

A:ITV9550.EXE

A: ITVTOUCH.COM

A:ITVSYS2.COM

A: ITV1000.COM

A:BASVID.LIB

7 File(s) copies

A>

Repeat copy procedure with disk #2 of software.

When the A> appears type C and hit Enter.

Proceed to calibrate the touchscreen following the instructions on the next page starting with step 2.

B. HOW TO CALIBRATE THE TOUCHSCREEN

Step 1: Exit to the computer operating system from the main menu.

TRAINING SECTIONS
TOUCH CHOICE

AIRCRAFT INFORMATION

BASIC OPERATIONS

EXTERIOR COURSE

INTERIOR COURSE

SYSTEM INFORMATION

EXIT TO SYSTEM

Step 2: The C drive prompt will appear C , type "itvdiag" and hit the Enter key. The NCR diagnostics program menu will appear. Choose 8 by hitting "8" key and follow the instructions.

NCR Video System Diagnostics

- 1 Software Drive Summary
- 2 Linearity/White/Black
- 3 Color Bars
- 4 Video Disc Player
- 5 Video Mixer
- 6 Graphics Adapter
- 7 Touch Screen Test
- 8 Calibrate Touch Screen
- X Exit to DOS

SELECT

To return to the operating system, hit the "x" key. Once in the operating system C will appear. Type "vintro" and hit the enter key to restart the course.

C. SYSTEM HOOK-UP

Your Situation Simulator will be assembled for you when delivered. If it becomes necessary to disassemble the equipment, Figure 15 should be used as a guide to connecting the cables.

Figure 15. System Hook-up.

SECTION VI

SYSTEM OPERATING INSTRUCTIONS

A. SUMMARY

- 1. The objective of this simulation-based training course is to rescue as many people as rapidly as you can, and to control and extinguish the fire properly and as rapidly as possible to minimize damage.
- 2. Each time you use the training system you will be given a slightly different situation. Thus, you can use the system many times to continue to develop your knowledge and skills.
- 3. You will be given basic information such as environmental conditions, resources on duty, etc., before starting a training session. This information can also be obtained during the simulation through the Help or Communicate functions.
- 4. Instructions on using the system are always available to you, even during the course of the simulation through the Help function.
- 5. You may review Aircraft Information before, or during, a simulation through the Help or Communicate functions.
- 6. The touchscreen monitor is the only device you will need to use.
- 7. All images and audio associated with the simulation will be received through this screen.
- 8. Your instructions to the system will be entered by touching the screen in the designated areas.
- 9. When touching the screen, be sure to touch the center of the touch area next to the response that you have selected.
- 10. Upon completion of a training session, you will receive a report of the results you achieved in terms of life and property loss. A summary report will be displayed on the monitor and a detailed report will be printed.

SECTION VII

SYSTEM STARTUP PROCEDURES

Once the system has been installed (see Section V), startup is simple. Turn the system on, using the switch located on the power strip, and sit back. In one minute, the Situation Simulator is ready to use.

Turning the system off is accomplished the same way-flip the switch.

If the touch screen is not working right, "Exit to System" and refer to Section ${\tt V}$, "How to Calibrate the Touch screen."

SECTION VIII

SITUATION SIMULATOR FOR FIREFIGHTERS QUICK REFERENCE

All commands are issued by touching the appropriate area of the screen

Main Menu

Aircraft Information - basic facts about the C-141B

Basic Operations - review of general fire fighting principles

Exterior Course - a simulated engine fire

Interior Course - a simulated interior electrical fire

Activities Allowed

Use COMMAND to:

Position Apparatus

Secure Aircraft

Communicate

Request Backup Assistance

Return Units

Use CONTROL to control the fire

Use EXTINGUISH to extinguish the fire

Use OVERHAUL to overhaul the plane

Use PROTECT to protect exposures

Use RESCUE to rescue personnel

Use SIZE-UP to send initial message to Crash Control

Use VENT to ventilate the aircraft

Use HELP to review Aircraft Information or the activities allowed

Use QUIT to go back to the main menu

Use CLOCK records elapsed time from arrival on the fire scene

NOTE: Just as in real life, there is a delay between the time you issue a command and the time it is executed!

APPENDIX B INTERACTV2 DESCRIPTION

NCR InteracTV-2™



Introducing InteracTV-2, the newest standaione Level III interactive video system

interacTV-2 offers the most advanced features available including a state-of-the-art graphic overlay that simultaneously combines full (not partial) resolution of 640 x 400 pixels with full 80 column x 25 line text on a 14-inch color monitor. An interactive laser disc control allowing for random display of up to 54,000 pictures or 30 minutes of moving video per side of a videodisc Special effects like fade-in and fade-out Full PC-compatibility NTSC and PAL compatibility An optional touch screen that redefines user-friendliness. And much more

A powerful tool for product sales and promo-tion training, or information distribution, interacTV-2 allows you your employees, and your customers to instantly interact with the nformation presented in a whole new way And its all available in one easy-to-afford

InteracTV-2 Features

Level III interactive video system PC, XT hardware/software compatible High resolution analog RGB monitor Overlay of text and graphics on a single monitor at high resolution (640x400) with 16 colors intensity of video image can be varied under software control (Fade in - Fade out NTSC or PAL video interface Duai channel audio amplifier Supported with authoring language and systems, NCR Pilot III, and ITS Authority. Bundled toolware disk Exceptionally competitive price Excellent NCR service and support

InteracTV-2 Accessories

Choice of three industrial laser videodisc players Optional resistive touch screen Graphics software Two audio speakers Variety of industry standard PC peripherals and ptions available

Systems Components

InteracTV-2 processor Video and graphic controller boards Analog RGB monitor with touch screen Analog RGB monitor without touch screen Pioneer LD-V1000 disc player (NTSC) Hitachi 9550 disc player (NTSC) Phillips 831 disc player (PAL) Speaker pair

Specifications

Standard Software Operating System NCR-DOS Language GW-BASIC Tutorials NCR PAL NCR TUTOR Operating Aids
On Line NCR HELP
NCR User Interface RAM Disk User Diagnostics Supported Languages GW-BASIC* NCR PILOT II LATTICE C Toolware Touch screen driver Touch screen calibrator Video system configurator Boot loader Scroll routine Central Processor Dual speed 16-bit 8088-2 (4 77/8 00MHz) Memory RAM-256KB Upgradable to 640KB on main board ROM-16KB

Video Display System full color analog monitor 31mm dot-pitch high resolution 60 Hz refresh (interlaced) 525 scan lines (NTSC), 625 (PAL) 16 color lext and graphics Full color TV video

640 horizontal by 400 vertical graphic pixels (2:1 interlaced) 80 characters/line 25 lines Overlay Enhancer Overlays TV video with text and graphics Internal analog mixer Analog fade dissolve Opaque graphics mode Translucent graphics mode Variable intensity graphics Video Inputs 1.0v p-p nominal 0.3 negative sync NTSC format 75 ohm terminated input Keyboard Detachable low-profile Alphanumeric and numeric key pad 10 programmable function keys Drives Drive Positions Four 5 25" half-high available Floppy Disk 5 25" integrated 160/180/320/360KB Hard Disk 5 25" integrated 20MB

Options

Tape

Video Output Adapters RGB RS-170 composite sync 75 ohm source impedance Peripheral Adapter Centronics parallel interface RS-232C serial interface Communications Adapter RS-232C serial interface (async/sync) NCR PC2PC* local area network

Physical Dimensions:

5 25" integrated 10MB

Multi-mode tape drive

Processor Monitor Height = 13 1" Width = 15 3" Depth = 15 3" Weight = 26 7 bs Height - 5 5" Width - 19 5" Depth - 150" Weight - 23 lbs (without drives Videodisc Player (typical) Keyboard (typical)
Height = 5.6"
Width = 20.7"
Depth = 15.6"
Weight = 28.7 bs Height = 18" Width -205" Depth - 79" Weight - 29 bs

Power Requirements:

Power Requirements 115/230 Volts AC 50/60 Hz Environmental 10-35 degrees C operating temperature Relative Humidity 8.80% Videodisc Player Pioneer, Hitachi 110/120 voits at 50:60 Hz 50 watts Phillips 220/240 50 Hz 50 watts



APPENDIX C LIFE CYCLE COST ANALYSIS

LIFE CYCLE COST ANALYSIS
Situation Simulator for Fire Fighters

	Yr 1	Yr 2	Yr 3	Yr 4	Yr 5	Total
1. Hardware	\$1770.00	\$1770.00	\$1770.00	\$1770.00	\$1770.00	\$ 8850.00
2. Maintenance	800.00	800.00	800.00	800.00	800.00	4000.00
3. Supplies (Paper, ribbo	174.00 ns)	181.00	188.00	196.00	204.00	943.00
Total	\$2744.00	\$2751.00	\$2758.00	\$2766.00	\$2774.00	\$13,793.00

Hardware costs are based on the per system cost of NCR's InteracTV2, cabinet, and a standard 80 column printer. Although five years was chosen as the life cycle of this equipment, with regular maintenance it can be expected to last well beyond this period.

APPENDIX D TEST AND EVALUATION DATA

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			imulator? (circ	_
1	2	3	4	(5)
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Why?		-	· · · · · · · · · · · · · · · · · · ·	
	was it to use			
1	2	3	4	5
very diffi	icult			very ea
Why?				
			ining this wa	
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Would you answer)	ı like to ta	ke more tra	ining this wa	y? (circ
Would you answer)	ı like to ta	ke more tra	ining this wa	y? (circ
Would you answer) 1 absolutely Why? Is the in	n like to ta 2 y not nformation p	ike more tra	ining this wa	definite
Would you answer). 1 absolutely Why? Is the insection ea	n like to ta 2 y not aformation pasy to unders	resented in tand? (circle	ining this wa	definite
Would you answer). 1 absolutely Why? Is the insection ea	n like to ta 2 y not aformation pasy to unders	resented in tand? (circle	ining this wa	definite
Would you answer) 1 absolutely Why? Is the insection ea	n like to ta 2 y not aformation pasy to unders	resented in tand? (circle	the Aircraft answer)	definite

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Why?				
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data fasi-

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	Why? But co	onprteis were	e uburys maki	eg people ups	etor
	up to bt.				
2.	How easy was	it to use? (c	ircle answer)		
	1	2	3	(4)	5
	very difficult	:		C	ery easy
	Why? Should	sat down	for an house	and learn	all
	command's				
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	answer)				
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	a Human	ability,	·		
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were t	he fire s	ituations	realistic?	(circle a	inswer)	_ -
<u>l</u> lislik	ed		3	R	liked very	<u>5</u>)
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100		Ha	we a conf	al bour	dwere	
Commen	ts: <u>I</u>	enjoy	ed the s	imulator etight.b	very mu	<u> </u>

e	: <u>3 F & B</u>	AFSC:	37150 Separience	Location: /	NI)RE:
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te	: AFSC: 57/50 Location: Andrews
w (often did you use: Interior Course 4 Exterior Course 4 Aircraft Information/ Basic Operations
	Did you like using the situation simulator? (circle answer)
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	disliked liked very much
	Why? YOU CAN SEE HOW THE FIRE GO THUR DIFFERENT
	How easy was it to use? (circle answer)
	1 2 3 4 5
	very difficult very easy
	Why?
	Would you like to take more training this way? (circle answer)
	1 2 3 4 5
	absolutely not definitely
	why? don't need to know this much
	Is the information presented in the Aircraft Information section easy to understand? (circle answer)
	1 2 3 4 5
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answer) 1 absolutely	2 not		4	_
answer) 1 absolutely	2 not	3	4	(5
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	accomplish right away on print Out.
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None. Comments:	I+ was	an e		/ 4-0

Date	: 2/6/86	AFSC: 5	57130 mos exparience	Location:	Aubrew 5
How	often did you Air	use: Interior craft Info	r Course	_ Exterior _ Basic Ope	Course
1.	Did you like	using the	situation si	mulator? (c	ircle answer)
	1	2	3	4	
	disliked			1	iked very much
	Why? <u>Face</u>	CATE'S	you as u	Je11 22	ENTERTAIN'S
2.	How easy was	it to use	? (circle ans	wer)	
	1	2	3	4	5
	very difficul	.t			very easy
	Why? I	personall rs	y am Not	- Familus	ar With
3.	Would you lanswer)	ike to ta	ke more tra	ining this	way? (circle
	1	2	3	4	
	absolutely no	ot			definitely
	Why?	Educ	ational		
4.	Is the information section easy	to unders	resented in tand? (circle	the Aircra	ft Information
	not clear	2	<u></u>	44	· ·
	oc crear				clear
	why?		e Info	Normamon	Taught
					

1	2	3	4	
not clear				c1
why?				
Were the fir	e situation	s realistic?	(circle an	swer)
1	2	3	4	
disliked			1	iked ver
Why?				
What change:	s would you	make to the		
What change:	s would you		Situation S	
What change:	Mod			
	Mod			
	Mod			

Date	75	Loc	AFSC:	571 25 years	80 Experience	Locati	.on: <u>/</u>	18 TAC	DC = B	FMF Va
How (often did	VOII 11	se:					ourse		
1.	Did you	like u	sing th	e situa	tion s	imulator	? (cir	cle answer)		
			2		3	4				
	disliked		<i>(</i> :•					ed very muc		
	why?	t	the to	- +	it	wir PideC	1 he	Cart		
2.	How easy	was i	t to us	e? (cir	cle an	swer)	-		•	
	1		2		3		2_	5		
	very dif	ficult						very eas	У	
	Why?	uf	- fu	Mau	M	rsh	elice			
-		1 / 1				. ,			•	
3.	answer)	5u 11)	e to t	ake mo	re tra	ining	tnis wa	ay? (circl	e	
	1	<u>.</u>	2		3		1	<u>(5</u>)		
	absolute	ly not				_		definitel	У	
	Why?	22/10	hes	a	Lus	a fi	Mar	thing	{	
,	J.52_	h	is or	M	en	ef	·····		•	
4.	Is the section	inform	ation o under	presentstand?	ted in	the Ai	rcraft	Informatio	n n	
	1		2		3		$\tilde{\mathcal{L}}$	<u>5</u>		
	not clea	r						clear		
	Why?			 -			<u></u>		•	
		·							-	
									•	

1	2	3	(4)	5
not clear				cle
Why?				
Were the fi	ire situatio	ns realistic	? (circle answ	er)
1	2	3	4	5
disliked			lik	ed very
Why?				
What change	12	$\boldsymbol{\rho}$	Situation Sim	
What change	12	$\boldsymbol{\rho}$	Situation Sim	
What change	12	$\boldsymbol{\rho}$		
What change Out of the Comments:	12	$\boldsymbol{\rho}$	lino	

Date	: 2-7-86	AFSC: <u>57</u>	170	Location:	
How	often did you w	nse: Interior (craft Inform	Course 4	Exterior Cou Basic Operat:	ions 4
1.	Did you like u	ising the si	ituation si	mulator? (circ	le answer)
	1	2	3	44	
	disliked			like	d very much
	Why? Actual	THIOKID	8 of Kmm	sledge Sutua	Laus
2.	How easy was :				
	very difficul	E .			very easy
	why? Finger	Louch			
3.	Would you li	ke to take	more tra	ining this wa	y? (circle
	1	2	3	44	5
	absolutely no	t			definitely
	real solunt	wed of C	Sisual W.	ork is almos	t of
4.	section easy	to understa	nd? (circle		Information
	1	2	3	4	
	not clear				clear
	Why? To	Internal	in the	t personal sl	intal Kwaw

Is the inf easy to un	ormation pres derstand?	ented in the	Basic Opera	ations section
1	2	3	4	5
not clear				clear
Why? Gen	ered Knowler	lge		
Were the f	ire situation	s realistic?	circle and	swer)
1	22	3	44	
disliked			1.	iked very mu
Why? TH	e Best I	have EU	er Sence	
	es would you chicles on			
A -1	I deal.			of Airca
1/00 01/	ve re-	3177, 271027		
				

ften did yo	ou use: Interior Aircraft Info	Course /	_ Exterior (_ Basic Opera	Course
Did you lik	ce using the	situation si	mulator? (ci	cle answ
1	22	3	4	
disliked			11)	ed very
Why? EYC	ALCONT A	5 A CLA	155 Roden	TRAIN
Aid.				
How oney wa	as it to use?	Circle and	war)	
			44	5
-				very
Why? Z		's Selfe	xpLAN 4To R	· Y
Why? Zue	2474; mg ;		ining this	
Why? Zber	like to ta	ke more tra	ining this	vay? (ci
Why? Zber	like to ta	ke more tra		vay? (ci
Why? Ever Would you answer)	like to ta	ke more tra	ining this	way? (ci.
Would you answer) absolutely Why? Free	like to ta	ke more tra 3 WAY TO	ining this	way? (ci
Would you answer) absolutely Why? From Fire Is the in	like to ta 2 not CELLENT ARRIVATION P	ke more tra 3 WAY TO A SERATION resented in	ining this	defini
Would you answer) absolutely Why? From Fire Is the in section ear	like to ta 2 not CELLENT formation p sy to underst	ke more tra 3 WAY TO A SERATION resented in tand? (circle	ining this of the Aircraft answer)	defini
Why? Even Would you answer) absolutely Why? Free Is the in section eas	like to ta 2 not CELLENT ARRIVATION P	ke more tra 3 WAY TO A SERATION resented in tand? (circle	ining this	defini
Would you answer) absolutely Why? From Fire Is the in section ear	like to ta 2 not CELLENT formation p sy to underst	ke more tra 3 WAY TO A SERATION resented in tand? (circle	ining this of the Aircraft answer)	defini

1	2	3	4	5
not clear				cle
Why?				
			(circle answ	
1	2	3	44	5
disliked			lik	ed very
Why?				
_			Situation Sim	
				 -
Comments:				
Comments:				

Date	:	AFSC:	57150	Locat rieme	ion: <u>4)</u>	OLLEGIC AFT
How	often did you Ai	use: Interi rcraft In	or Course formation	_ / Ext / Basi	erior Co c Operat	ourse //
1.	Did you like		_			
	(38)	2			4	5
	disliked				like	ed very much
	Why? Like	THE U	DIT ZK	fus. How	EVER 1	PEOPCE
	NEEDS TO 6	T THE	FEEL of 7	HE HACK	JE 7.	BE EFFECTUE
2.	How easy was	it to us	se? (circle	answer)		
	1	2			4	5
	very difficu		-			very easy
	Why? Agai	J 746	40RE THE	PERSON U	SES of	THE BETTER
	THE OFFRAT	('a)J.				
3.	Would you :	like to	take more	training	this wa	ay? (circle
	1	2	3		4	
	absolutely r	not				definitely
	Why? Bocog					
	Might Door	L LIEPE.	I+ qués.	SEQUENTIA	ac Thing	E1 70 Ja
4.	Is the info	ormation to unde	presented	in the A	Aircraft er)	Information
	1	2	<u></u>		4	5
	not clear					clear
	Why? VES	But 17	S ERSY T	To forge	+ beca	use of
	Why? YES,	to + 1	INE E PER	ess /s , co	//ower/	agoin
	TONE PROC	f. c.	·			

Is the i		<pre>ion presente and?</pre>	d in the	Basic O	perations	s section
1		2	3	4		5
not clea	ır					clear
why?	lost of	THE INFOR	4p778N.			
Were the	fire s	ituations re	alistic?	circle	answer)	
1		2	<u> (3)</u>	4		5
disliked	i				liked	very much
Why?	<u>65</u>					
		ould you make				
7.15 B	Frue R-	3 Indust	2.3	14 THE	SCREE	ين
	_	Cous Con				
what	15410	Is cou				
Comments	3: 1/e	of Good	REALING	Did ?	WE IN	<u> </u>
Has To	- Ze	EMNIC Y	(SE) 10	T RE 8	FEECTIS	<u> </u>
			<u></u>			
					·	

Date:	<u>.</u>		AFSC: _	= 7:70	L E rience	ocation:	Finens	<u>wi</u> nifo
How o	often d	id you u Airc	se: Interio raft Inf	r Course ormation	<u>///</u>	Exterio Basic Op	r Course erations	<u>-4//</u>
1.	Did you						circle a	
	dislik						liked ve	
	Why?	Because	= /F)	the Ma	chine	well	be ut	1/12/as
α	5	'mulaz	of M	ake s	væ_	That	The i	udividua)
2.		•		ersian. ? (circl			ottor	<u></u>
	(1)		2	3		4		5
		ifficult	•					ry easy
	Why?	Beau	15C D	FY	he of	Rotin		
3.	Would		ke to t	ake more	train	ing thi	s way? (circle
		•	2	3		4		5_
		tely not					def	initely
	Why?	fertee	han	d on	The state	'ining		
4.	Is the	e inform	nation p	resente	d in the	ne Aircr nswer)	aft Info	rmation
	1		<u>[2]</u>	$\sqrt{3}$)	4		5_
	not cl	ear	-/1 r				1	clear
	Why?	iNFOC	matie	U is		C	real.	The
	Sign	latel	1/501	F is	a f	Pabe	real,	

1	2	<u> 8) </u>	4	5
not clear				clear
Why?				
Were the fi	re situati	ons realistic?	(circle answ	ver)
1	2	<u>(3)</u>	4	5
disliked			lik	ed very muci
Why?				
∦hat change	es would yo	u make to the S	Situation Sim	nulator?
	Simula	toe will	Serve or	good fort
Comments:	Simular Machi pay the	Pol Will . we were co	Serve a constant, and s)	good forts
Comments:	Simular Machi pay the	roe were c	Serve a constant si	good forts Such as

Date	: 1-15-86 AFSC: 47150 Location: Andr	ews AFB
How	often did you use: Interior Course /// Exterior Cour Aircraft Information Basic Operatio	se /// ns
1.	Did you like using the situation simulator? (circle	answer)
	1 2 3 4	⑤
	disliked liked	very much
	Why? Puts you in the position to MAKE	Some
	Kind of Decision AND see what the Results	ARE!
2.	How easy was it to use? (circle answer)	
	1 2 3	5
	very difficult	very easy
	Why? IN the Braining it is Difficult to Rem	ember
	the Location OF the type OF Action you wall	+ 10
	THE - BUT ATTER YOU THE ON IT AWhile it is DER	
3.	Would you like to take more training this way? answer)	
	1 2 3 4	
	absolutely not	efinitely
	Why? FOR EXAMPLE the Pepulition OF Shut-Down F	eccluses
	Become in stinctive (At Least the area to start (DOKING)	OUERAIL
	Doing the Right things become instinctive, 1/4	ts important
4.	Is the information presented in the Aircraft In section easy to understand? (circle answer)	formation
	1 2 3 4	<u> </u>
	net clear	clear
	Why? SEIF EXPLANATION!	

5.	Is the infeasy to un	ormation presiderstand?	sented in the	Basic Operat	cions section
	1	2	3	44	<u> </u>
	not clear				clear
	<u>ک</u> why?	EXPLUSION	itery		
6.	_	fire situation	<u>~</u>	(circle answ	
	disliked				sed very much
	I FEEL IN	NOULD BE A	situation the MORE Dominat	EFFECTS plans	UB CF
7.	Numbering	ges would you	MAKING it	EASIER to A	Reep TRACK
		From A		•	iny of Resulting
8.		I ThiNK it			
	This type		lation Not	ONLY MAKES	it somewhat
	art come				

Date	: 2 156 AFSC: 57150 Location: And	rews AFB
How	often did you use: Interior Course Aircraft Information Basic Operation	ese ////
1.	Did you like using the situation simulator? (circle	answer)
	1 2 3 4	
		very much
	Why? IT NAS VERY INTERESTRIC ALL ME A LOT ABOUT THE C-141.	SO TANGHT
	ME A LOT ABOUT THE C-141.	
2.	How easy was it to use? (circle answer)	
	1 2 3 4	
	very difficult	very easy
	Why? IT TELLS YOU ANYTHING YOU KNOW IN HOW TO CONTROL RESCUE	NEED TO
	KNOW IN HOW TO CONTROL RESCUE	ETC.
3.	Would you like to take more training this way answer)	? (circle
	1 2 3 4	
	absolutely not	definitely
	Why? I THINK WITH THIS AT EACH BASE	IT WOULD BE
	A VERY GOOD TRAILING ATD. IT HAS S	onoth, wb
	UNDER ALL Stituations.	
4.	Is the information presented in the Aircraft In section easy to understand? (circle answer)	nformation
	1 2 3 4	
	not clear	clear
	Why? <u>EVER YAHENON</u> STICUSSES WAS ALSO	PLESENTES
	ON THE SCONE FULLY.	
	on the scene mult.	

1	22	3	4	
ot clear				clear
	- 1 400	11 FIL (ر بر بدلاه	1412 -10
Why?	ET WAS	is	5710000	HND EAS
70 CC	MITERIEN			
Vere the	fire situation	ns realistic?	Circle and	ewar)
	2_			^
disliked		·		
iisiiked			1:	iked very much
thy?	THEY WE	-A = 1/=0	A EA)	~+i>
,	my we	12 12 02	<u> </u>	<u> </u>
What chan	ges would you	make to the	Situation S:	imulator?
What chan	ges would you	make to the	Situation S:	imulator?
What chan	ges would you	make to the	Situation S:	imulator?
/hat chan	ges would you	make to the	Situation S:	imulator?
Comments:	I 746	ubHT IT	- MAS	ANB IS
Comments:	I THO	ubHT IT DEA AD	- UAS D SHOULD	AND IS
Comments:	I THOS GOOD I	U GHT IT DEA AD	- MAS > SHOULD MH FIRE	ANB IS BE US FIGHTERS
Comments:	I THO	U GHT IT DEA AD	- MAS > SHOULD MH FIRE	ANB IS BE US FIGHTERS
Comments: JERY AT EXALSO	I THOS GOOD I	N BHT IT BEA AD TO TEA	- MAS D SHOULD MH FIRE HER ATRO	AND IS BE US FIGHTERS LAFT AND

Dace	: 2-11-86	AFSC:	57170	Location: 🗡	Andrews AFB
How	often did yo	u use: Interio ircraft Inf	or Course	Exterior (Basic Opera	Course //// ations
1.	Did you lik	e using the	situation sim	nulator? (ci	rcle answer)
	1	2	3		5
	disliked			lil	ked very much
	Why? Dru	2 Course we	as well net u	p and stu	Cent Raw To
	soly on sepe	winos and	Inveledge to	le effective	···········
2	West open sin				,
2.	now easy wa	s it to use	e? (circle ans	ver)	
	1	2	<u></u>	44	<u>5</u>
	very diffic	ult			very easy
	Why? Sta	Tent unll	Benefit by	lein more Do	mila with
	maler in	basic use	Serefit by		
	/		/ / /		
3.	Would you	like to t	ake more trai		
3.	answer)	like to t			
3.	answer)	2			way? (circle
3.	answer) 1 absolutely	2 not	3	ning this v	way? (circle
3.	answer) 1 absolutely Why? 1 L	not type the	alving world	ning this s	way? (circle
3.	answer) 1 absolutely Why? 1 L	not type the	3	ning this s	way? (circle
4.	absolutely Why? The	not type the	alving world	ning this of	definitely
4.	absolutely Why? The	not type the	acrico: world	ning this of	definitely
4.	absolutely Why? The	not type to	presented in stand? (circle	ning this of	definitely
4.	absolutely Why? The free y Is the infisection eas 1 not clear	not formation by to understand	presented in stand? (circle	Reep stocks the Aircraft answer)	definitely Tensor a Cart Information 5 clear
4.	absolutely Why? The free y Is the infisection eas 1 not clear	not formation by to understand	presented in stand? (circle	Reep stocks the Aircraft answer)	definitely Tensor a Cart Information 5 clear

I	s theasy	e in to u	form	nation prestand?	resente	d in	the	Basic	Ope	rations	section	3
	1			2		3			<u> </u>		5	
r	ot c	lear	•								clear	
V	hy?	<u>D.</u>	toil	D infor	motion ;	ver 2	Pm	stide	et i	ueth_		
4	lese (e Oge	7	a senft	Sten	<i>vi</i>				meth_		
	dere	the	fire	e situat	tions re	alis	tic?	(circ	le a	inswer)		
	1	ļ. <u>. —</u>		2		3_			<u> </u>		5	
(disli	iked								liked v	ery muc	h
ī	Why?	3	ne.	quel	Corrector	Les	Sen	te. 2	tire.	To one	nuna	
•	eut	g	seci	nija de	wyt z	ten				To app	d	
,	What	char	nges	would y	you make	to	the	Situat	ion	Simulat	or?	
•				 -								
	Comm	ante										
	Commi		• –									
•												
												

nia Aon ii	ke using the	situation sim		
1	2	3	44	<u></u>
disliked			like	d very mu
why? 1	was different	t and kept my	attention (
How easy w	vas it to use	? (circle answ	ver)	
1	2	(3)	44	5
very diffi	icult			very ea
everything	was	to the machine ber. Not diffin		
	2	3	<u> </u>	5
1	·			
absolutel;				definite
absolutely	y not	- interesting in	en bealed be	definite
· · · · ·	y not	_ interesting as		definite
absolutely	y not come it was decisions of	loo mode me		decinance
why? be making dictions and its the i	y not Come it was divisions of note want nformation	loo mode me	the Aircraft	decirone
why? be making dictions and its the i	y not Come it was divisions of note want nformation	montant.	the Aircraft	decirone

why? It gives all the info. needed if your Were the fire situations realistic? (circle answer) 1 2 3 4 (5) disliked liked very much Why? They were realistic but I would have liked to see More of a consisting distriction. What changes would you make to the Situation Simulator? O Make the fires in different locations The reserve more officially like languages and they have more men. The pumps has longs lines than the crash trucks and can lay in from a hydraut for samply (should take this into condidents) make resupply of crash trucks. Comments: Baricelly I like the idea of the program. It will be	1	2	3	4	
Then were realistic but I would have liked To see More of a maniety of situation. That changes would you make to the Situation Simulator? Make the firer in different location & Make rescue more affective by using say the summer because they have more men. The pumper man longer lines than the crash trucks and can lay in from a hydraut or resupply (should the thin into condidention) make resupply fresh trucks.	ot clear				clear
1 2 3 4 (5) lisliked liked very much liny? Then were realistic but I would have liked to see more of a traniety of pitustion. That changes would you make to the Situation Simulator? Description in different locations. Make rescue more effective by using ray the pumper because they have more man. The pumper case longs lines than the crash trucks and can lay in from a hydrant or resupply Should take this into condideration. I make resupply of crash true	thy?	ziver all th	e info. neede	d if you	
listiked liked very much Iny? They were realistic but I would have liked to see More of a cranisty of pituation. That changes would you make to the Situation Simulator? De Make the firen in different locations. The pumper by using ray the pumper because they have more men. The pumper case longs lines than the crash trucks and can lay in from a hydrant or resupply (should take this into condideration) make resupply of crash tru	ere the fi	re situatio	ons realistic?	(circle a	nswer)
whose of a cranistic of situations. What changes would you make to the Situation Simulator? Make the firer in different locations. Make rescue more effective by using say, the pumper because they have more men. The pumper has longs lines than the creak trucks and can lay in from a hydrent for resupply (should take this into condideration). The secupply of creak tru	1	2	3	4	(3>
what changes would you make to the Situation Simulator? De Make the firer in different locations. The pumper by using say, the pumper because they have more men. The pumper has longs lines than the creat trucks and can lay in from a hydrant for resupply (should take this into condideration) make resupply of creat tru	lisliked				liked very much
De Make the fires in different locations & Make reserve more effective by using ray the pumper because they have more men & The pumper has longer lines than the creak trucks and can lay in from a hydraut for resupply (should take this into condideration) make recupply of creak tru	why? They	were reali		ould have	lehad to see
	5 Make the by using a has long li	fires in diff regithe pumps mes than the	brent locations on because they crash trucks	Make rose house more a and can lay	men @ The pumper
Dangally delle de the of the program. If were	for soupply	should take the	is into condider	tin make	seoupply of crash truc
a good training sid for getting to know aircraft and the capeability	a good train	amond for a		, , ,	

:	AFSC:	hors experience	Location: 🚈	yn M
often did ye	ou use: Interio: Aircraft Info	r Course ///	/ _ Exterior Co _ Basic Opera	ourse // -
Did you lil	ke using the	situation si		cle answer)
1	2	3	4	5
disliked			like	ed very much
Why?	Hormative,	Sould SAVE TI	LAF Mon	y In The
Long Lund	But nothing	in Rocker	actual Arand	Is on Experience
IF used	in The free	- MANNER I	+ will be a g	es on Experience
		? (circle ans		/
1	2	3	4	5
very diffi				very easy
Why?				
Would you answer)	like to ta	ke more tra:	ining this w	ay? (circle
1	2	3	44	5
absolutely	not			definitely
Why?		-		
Is the in section ea	formation p	resented in tand? (circle	the Aircraft	Information
1	2	33	4	
not clear				clear
Why?				

1	2	3	4	(5
not clear				cle
Why?		·		
			(circle answ	
1	2	3	44	
disliked			lik	ed very
	المديد وه	! !! -!!	ile and	
wny?	TINGRED	cour, von	iche Running a	ar or
600d.				
	·			
What change	s would you	make to the	Situation Sim	ulator?
What change	s would you	make to the	Situation Sim	ulator?
What change	s would you	make to the	Situation Sim	ulator?
What change	s would you	make to the	Situation Sim	ulator?
What change	s would you	make to the	Situation Sim	ulator?
What change	s would you	make to the	Situation Sim	ulator?
What change			Situation Sim	

Date	: <u> </u>	∠ AFSC: ৣর	B Gars Bygarience	Location: /	· <u>/ · .</u>
How	often did yo	ou use: Interior Aircraft Info	r Course ////	_ Exterior C _ Basic Opera	ourse //// tions //
١.			situation sin	~	cle answer)
	1	2	3	<u>(4')</u>	5
	disliked			lik	ed very much
	Why? Teach	es timely and	effective respo	NCCS from pe	conver
	_involved	in emergen	very situation		
•	••			· · · · · · · · · · · · · · · · · · ·	
2.	How easy w	as it to use	? (circle ans		
	1	2		44	(5)
	very diffi	cult	$^{\circ}V$		very easy
	Why? Some	difficulty at	first understo	wding some of	the functions
	but become	CASIES WI	th each use.	-	
_					
3.	Would you answer)	like to ta	ke more trai	ining this w	ay? (circle
	1	2	3	4	5
	absolutely	not			definitely
	Why? _6.0	es opportu	with to see	and underes	hand
		s of opera	•		
4.	Is the in section ea	formation p sy to unders	resented in tand? (circle	the Aircraft answer)	Information
	1	2	3	4	5
	not clear				clear
	Why? San	udine seeine	how comething .	acrete is Li	Hea
			being told he	•	
	1700 1657	THE LINE OF	221-9 7010 No	W/[WATES.	
					

1	2	3	4	
not clear				cl
Why?S	EE # 4 pr	eceding ques	+	
Were the fi	re situation	ns realistic?	circle answ	ver)
			44	•
disliked			11)	ed very
What chance	e would you	make to the	SIPHOPIAN CI	ロローコナヘーラ
		make to the		
			Situation Sir	
None a	t this time	in training.		
Nome a	t this time	in training.	use of the var	iables c
Nome a	t this time	in training.		iables u

Date	3. <u> </u>	_ AFSC:	32 years experien	Location: <u>//</u>	MAN AFTO
How	often did y	ou use: Interi Aircraft In	or Course /// formation/	Exterior Co Basic Opera	ourse $\frac{f^{\prime}}{2}$
1.				imulator? (cire	
	1	2	3	(4)	<u>5</u>
	disliked			lik	ed very much
	Why? 32:	11 helf	in T	1,7 iNING.	
2.	How easy w	as it to us	se: (circle an	iswer)	
	1	22	<u>3</u>	44	<u> </u>
	very diffi	cult			very easy
	Why?	DERY h	ARBAT	[=i R5]	
					
3.	Would you	like to	take more tr	aining this w	ay? (circle
	1	2	3	(4.	5
	absolutely				definitely
	Why?	T Wen	& help	IN COMMA	11. 764
	<u> </u>	LITT	7a : 34 () 2	be Mike	i/ · ~
		- 17,517,			·
4.	Is the ir section ea	nformation sy to unde	presented irstand? (circ	n the Aircraft le answer)	Information
	1	2	3	4	5
	not clear				clear
	Wh.?	1 + 1 · · ·	FIRMATION	1 15 6.154	To wadown a
	11= 5 - 2	3617	165 1671	: doTallo	.C This
		-		CRAFTO	

Is the info		ented in the	Basic Operat	ions section
1	22	33	<u>(4)</u>	5
not clear				clear
Why? I	911105	Comphet	e deli	165
Were the f	ire situation	s realistic?	(circle answ	er)
1	22	3	44	
disliked			lik	ed very mu
Real	es would you	make to the	Situation Sim	ulator?
	Thas			1 . T » R
	RY Good	TUATIO	N Sina	1 A / O K
				
				

e:	19 FEB 8	16 AF	SC: 57/5	s <u>estér</u> ience	Location:	RAFB
√	often did	you use: In Aircraf	terior Co	urse <u>IIII</u>	Exterior Basic Ope	Course IIII
	Did you	like usin	g the site	uation si	mulator? (c	ircle answer)
	1	2		3	4	
	disliked				1	iked very muc
	Why?	VERY	6000	FOR	TRAININ	6
	How easy	was it t	o use? (c	ircle ans	wer)	
	1	2		3		5
	very dif	ficult			_	very eas
	Why?	AFTER	YOU	6E7	US & 7	O THE
	DIFFE	RENT	SELECT	IONS &	WHAT	THEY DO
	I 7	WAS	EASIER	TO U	NDELSTA	N D.
	Would y	ou like	to take	more tra:	ining this	way? (circl
	1	2_		3	4	(5)
	absolute	ely not				definite
	Why?	ALMOST	LIKE	REAL	OPERAT	rion +
	MAKE	YOU	THINK	WHAT	YOU W	OULD
	REAL	LY DO	•			
			ion prese			ft Informatio
	1	2		3	4	
	not clea	ır				clear
	Why?					

<u> </u>	2	33		4		
not clear						cl
Why?						
Were the fi	re situat	ions realis	tic? (ci	rcle a	nswer)	
1	2	<u>3</u>		4	· · · · · ·	
disliked					liked	very
Why?						
What change	es would y	ou make to	the Situ	ation	Simula	itor?
What change	es would y	ou make to	the Situ	ation	Simula	itor?
		ou make to				ator?
Comments:	5140		WAS		-R Y	
Comments: REALIS	<u> </u>	ILATOR	WAS WOULD		-R ¥ B €-	

A	ou use: Interio Aircraft Inf	r Course 4	Exterior Co Basic Operat	ourse <u>4</u>
Did you lik	ce using the	situation si	mulator? (circ	cle answe
			4	_
disliked				ed very m
Why? <u>exc</u>	ellert taining	method		
How easy wa	as it to use	? (circle ans	swer)	
1		3	4	5
very diffic	cult			very e
Wh 2	to a totall.	I New experter	ro	
<u>.</u>	73 10 47171111	new - Aparer		
	 			
	1.11 6 6			
Would you answer)	like to to	ake more tra	ining this w	ay? (cir
answer)	like to to		ining this w	
answer)	2		•	
answer) 1 absolutely	not	3	4	5 definit
answer) 1 absolutely	not	3	4	5 definit
answer) 1 absolutely	not	3	44	5 definit
answer) 1 absolutely why?	not scellent oppose offers cap	3 Hundy für trö Ocidy to troin	anthant use of	definit
answer) 1 absolutely Why?	not cellent oppose offers cap	3 Hundy für trö Ocidy to troin	aithaut use of	definit
answer) 1 absolutely Why? <u>ex</u> 250 Is the in section ea	not cellent oppose offers cap	Standy for tro	aithaut use of	definit
answer) 1 absolutely Why? <u>ex</u> 250 Is the in section ea	not cellent oppose offers Cap formation is	Standy for tro	aithaut use of	definit octual on Informati
answer) 1 absolutely Why? <u>ex</u> 250 Is the in section ea 1 not clear	not cellent oppose offers cap formation is to unders	stand? (circl	aithaut use of	definit Octual of Information 5 clean

easy to unde		senced in ch	e Basic Operati	ons section
1	2	3	4)	5
not clear				clear
why? <u>/t</u>	s not a ma while to di	tter of bein	ted as it is.	inbrastion
	re situation		? (circle answe	
disliked	4	-		ed very muc
Why?			1	
What shares			Cituation Ci-	.1
•			Situation Simu IS <u>Misleding</u>	
				() ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~
up to 1	the front of	the aircrat	Ý.,.)	(1 2 01
up to	the frunt of	the aircrat	()	(12 01
Comments:	This may	the aircrat	training methe	d over
Comments:	This may	the aircrat	t training methors almost until	il over
Comments:	This may	the aircrat	·)	il over
Comments:	This may	the aircrat	t training methors almost until	il over

Date	e:	AFSC:	years Experience	Location: Z	M. AFR
How	often did you Ai	use: Interior rcraft Info	Course ///	Exterior Basic Oper	Course
1.	Did you like	using the	situation si	.mulator? (ci	
	1		3	4	(5)
	disliked			li	ked very much
	Why? Ber	sure it	mikes g	you longoy	Herring Thorough
	the 12.0	elt and	t seem	es obete	Through
		Ü		0	
2.	How easy was	it to use:	? (circle ans	swer)	
	1	2	3	4	5
	very difficu	lt			very easy
	w	Leken ar	me fine	to remember	ber which
	intion.	£ . 6 . 6 . 6 . 6 . 6 . 6 . 6 . 6 . 6 .	hick res	ult	ber which
		6	/		
3.	Would you :	like to ta	ke more tra	ining this	way? (circle
	1	2	3	4	5
	absolutely r				definitely
	Why? 2	é efelu	ned wie Y	le first	an sure ?
4.	Is the info	ormation p	resented in tand? (circl	the Aircraf e answer)	t Information
	1	2	3	4	5
	not clear				clear
	Why?	m ind	for to	welt.	
					

1	2	3	4	
not clear				c)
01661	,			
Why?	·			
Were the f	ire situation	s realistic?	(circle ans	wer)
1	2	3		
disliked			li	ked ver
\mathcal{G}	?	140		
Why?	ecause so	me of the	- siluatio	es il
Cloun	ecouse so	alle.	<u></u> _	
	es would you	make to the	Situation Si	mulator
What chang	10/0			
What chang	KONE			
What chang	XONE			
What chang	XONE			
What chang	XONE			
	S			

often did yo	ou use:	·	Location: <u>And</u>	
,	Interior Aircraft Info	Course //// ermation /	_ Exterior Co _ Basic Operat	urse //// ions _/
Did you li	ke using the	situation si	mulator? (circ	le answer)
1	22	3	44	
disliked			like	d very muc
Why?				
How easy wa	as it to use?	(circle ans	wer)	
1	22	<u>(3)</u>	4	5
very diffic	cult			very eas
Mph. 17H	eu you STAE	TER IT WA	S HARO BLT	AFTE A
			R.	
				-
Would you answer)	like to tai	ke more trai	ining this wa	y? (circl
1	2	3	4	5
absolutely	not			definitel
Whee				
wny:	····	 		
Is the insection eas	formation pr	resented in and? (circle	the Aircraft	Informatio
Is the insection eas	formation pr sy to underst 2	resented in and? (circle	the Aircraft answer)	Informatic
Is the insection eas	sy to underst	and? (circle	answer)	
not clear	sy to underst	and? (circle	answer)	5

Is the infor easy to unde		ented in the	Basic Operat	ions section
1	2	3	4	5
not clear				clear
Why?				
Were the fi	re situations	realistic	? (circle answ	er)
1	2	3	4	5
disliked			lik	ed very much
Why?				
			Situation Sim	
Comments:				
				
				
				

Date	: <u>19 FEB</u> 86	AFSC:	57/50 18. 8 mas experien	Location:	ANDREWS
How	often did you Ai	use: Interio: rcraft Info	r Course 11/1	Exterior Basic Ope	Course //// erations /
1.	Did you like	using the	situation si	mulator? (d	circle answer)
	1	2	3	4	
	disliked			:	liked very much
	Why? BEC.	AUSE I	LEARNEP	THINGS	ABOUT
	THE AL	RCRAFT	APD FIGHT	TNG FIRE	IN DIFFFRA
	SYTURTING	THAT	I DIPAT	KNIW !	BEFORE
2.	How easy was	it to use	? (circle ans	wer)	
	1	2	3	رق	5
	very difficu	lt			very easy
	Why? _ / T	WAS	EASY BUT	SOME	TIMES
					STEU
	YIUR .				
3.	Would you l	like to ta	ake more tra	ining this	way? (circle
	1	2	3	4	©
	absolutely n				definitely
	Why? /7	- w15	EDUCATIONAL	e Plus	IT WAS
	FUN W	HILE YO	U LEARN	E0	IT WAS
4.			resented in tand? (circle		aft Information
	1	2	3	4	<u>©</u>
	not clear				clear
	Why?	WAS	VERY CL	FAR AN	o well
	WOKFER	EAS-	VERY CLS	STAND	

Is the easy to	inform under	ation pressuation	sented	in the	Basic	Operation	is se	ction
1		22	3			4		<u>5</u>
not cle	ar						cl	ear
Why?								
		situatio	ons real	istic	circ?	le answer)	
1		2	3			4		<u>5</u>
dislike	ed					liked	very	much
Why?						· · · · · · · · · · · · · · · · · · ·		
What ch	nanges	would you	ı make t	o the	Situat	ion Simula	ator?	
Commen	ts:							

ate	: -1 FEB 86	AFSC: 5	7/50 AIS ExpITENCE	Location:	ANDREUSAFA
woh	often did you	use: Interior craft Infor	Course	Exterior Basic Ope	Course /
١.	Did you like			_	
	1 disliked	2	3		iked very much
	Why? I was	160 USE-6	rr sur	11 YOU	OPEN A
	Dear Los A	TTACEIL FIL	£ 446 0A	RESCUE Y	our ALLONDESNO
	THE JAME AS	TUST OF	placed er	ru 16-78-17	₹
2.	How easy was	it to use?	(circle an	swer)	
	1	2	3	44	
	very difficul	Lt			very easy
	Why? Erec	THING 3.4 S	Emply TRR	~2~0~0GY	
3.	answer)				way? (circle
				4	
	absolutely n) t			definitely
	Why? You	HAVE MORE	TEN (TO	SZF THER	6 N-0 546
	WHAT YOUR	1.00x2-C	_A=		
4.	Is the info				ft Information
	1	2	3	<u></u>	<u> </u>
	not clear				clear
	Why?	cruees co	36	CLEARKA	
	RATTLEY	Sweren w	AS THE M	AL PECTUR	
				- 4 Swereye	
	CA~ MARAL	Y RYAD TU	1 156- 18C	aust up resi	Coreca

Is the info	rmation preserstand?	sented in the	Basic Operat	ions section
1	2	3	4	5
not clear				clear
Why?				
Were the fi			? (circle answ	
1	2	3	4	5
disliked			lik	ed very much
Why?	·			
				
_	_		Situation Sim	
				
Comments:				
			·	
			 	
	·			

Date	: 21 Fea 86	AFSC:	57/50 Yaars offerience	Location:	Station I Andrews AFB
How	often did y	ou use: Interio Aircraft Inf	r Course	Exterior Basic Ope	Course 4
1.	Did you li	ke using the	situation s	_	circle answer)
	1	2	3	4	5
	dislik≏d			1	iked very much
	Why? I	corned from	t, it moses	the situat	ion's seem
			•		a the
2	-	ciedures			
2.		vas it to use		(4)	•
	very diff:	2 icult		(4)	very easy
	Why?				
	wny: <u>40</u>	v just had	to taych th	<u>e 52/een</u>	
3.	Would you	like to ta	ake more tr	aining this	way? (circle
	1	2	3	4	5
	absolutel	y not			definitely
	Why?	fort you co	Al learn o	arent deal	from using
	; <u> </u>			J 1 - 1 - 1	- Jag
					
4.	Is the in	nformation pasy to unders	resented in	the Aircra	ft Information
		2		$\overline{\binom{4}{4}}$	5
	not clear				clear
	Whu? Is	au 1/a	سميا لميد والما		, , , , , , , , , , , , , , , , , , ,
				were seo	lst.c. and
	y Capters			·	

1	2	3	(4)	
not clear				cle
Why?				
			? (circle ans	ver)
1	2	3		
disliked			111	ced very
Why?		·		
	·			
	o could van	maka ta tha	Situation Si	m., 1 a # a # 2
17h-4 -4			Situation Si	nulator:
What change	-			
_	-			
_	-			
_	-			
_	-			
_	-			
None				
None				
None				

e:	2/24/86	AFSC: 57	150	Location: 🔏	Inderec AFB
· a	often did you Air	use: Interior craft Infor	Course //// mation/	Exterior (Basic Opera	Course ///
	Did you like	using the s	ituation s	imulator? (ci	rcle answer)
	1	2	3	<u>(4)</u>	. 5
	disliked			11)	ked very much
	Why? 165	BUT :	I FEEL	IT COUL	D CHUSE
	PREBLEMIS	IN FUTUR	26 16 7	TEO MUCH D	EPEIVOLNEC
					m HHOUS ON T
	How easy was	it to use?	(circle an	swer)	
	1	2	<u>3</u> ,	<u>4</u>	<u> </u>
	very difficul	.t			very easy
	Why?	is the s	THANK TH	E WAY THE	MACHINE
				WHICH 15	
				C DPERZATION	
				aining this	
	1	2	3	44	
	absolutely no	ot			definitely
	Why? I FE	EL THE	CONTINU	to vic 1	IND PECCHESSION
					is out on
			_	VDHRD IZING	
	Is the inforsection easy	rmation pre	esented in	the Aircraft	
			•	<u>/ 4</u>	5
	1	2			~~~~~
	not clear	22	3		clear

1	2	3	4	5
not clear				clear
Why?				
Were the f	fire situation	ns realistic	? (circle a	nswer)
1	22	(3)	4	5
disliked				liked very muc
	<u>.</u>			
Why? 🔼	BELIEVE	THEY	AIZE	AS REALIST
AS PO	SSIBLE,			AS REALIST
AS PO	SSIBLE,			
AS PO	SSIBLE,			
What chang	ges would you	make to the	Situation	Simulator?
What chang	ges would you	make to the	Situation	
What chang	ges would you	make to the	Situation	Simulator?
What chang J Dor BE PUT	ges would you VT KNOW T INTO /	make to the	Situation TANY VH	Simulator? 121865 CAN THE BEASEN
What chang J Dor BE PUT O~ FIR	ges would you V KNOW 1 INTO 1 E FIGHTING	make to the HOW N T BUT ARE TO	Situation MANY VH SOUND OF	Simulator? VRIBLES CAN THE REASON EX. INJST TO
What chang J Dor BE PUT ON FIR. 17 TO	ges would you VT KNOW T INTO I E FIGHTING GO TO E	make to the HOW N T BUT ARE TE	Situation MANY VH SOING OF OFICERLANG DENT FRO	Simulator? PLIBLES CAN THE REPSEN EX. INJST TO IN CONTROL
What chang J Dor BE PUT ON FIR IT TO IREFIGH	ges would you VT KNOW T INTO 1 E FIGHTING GO TO E	make to the HOW M T BUT ARE TO XTINAUSHM ACT INS	Situation PANY VA SOING OF OF/CACAAA DENT FRO TRUCTED T	Simulator? POIBLES CAN THE REPASEN EX. INJST TO IN CONTROL TO DO THIS
What change J Dor BE PUT ON FIR. IT TO FIREFICH Comments:	ges would you VT KNOW T INTO I E FIGHTING GO TO E ITER MUST HAS NO	make to the HOW M T BUT ARE TE XTINAUISHM BUSINESS	Situation PANY VA SOME OF OFICALA DENT FRO TRUCTED T	Simulator? PRIBLES CAN THE REASEN EX. INJST TO IN CONTROL TO DO THIS FROSITIONS
What chang J Dor BE PUT ON FIR IT TO FIREFICH Comments: ALONG	ges would you VT KNOW T INTO I E FIGHTING GO TO E ITER MUST HAS NO WITH WH	make to the HOW M T BUT ARE TO XTINAUISHM BUSINESS O EVER	Situation PANY VA SOME OF OFICALIA MENT FRO TRUCTED T IN THE	Simulator? PRIBLES CAN THE REASEN EX. INJST TO IN CONTROL TO DO THIS POSITIONS HMM". I FE
What chang J Dor BE PUT ON FIR IT TO FIREFICH Comments: ALONG THIS IS	ges would you I KNOW I INTO I E FIGHTING GO TO E ITER MUST HAS NO WITH WH THE IDEA	make to the HOW N T BUT ARE TO XTINAUSHM BUSINESS O EVER	Situation PANY VH SOUND OF OFICALIA DENT FRO TRUCTED T IN THE TRUCHT.	Simulator? PRIBLES CAN THE REASEN EX. INJST TO IN CONTROL TO DO THIS FROSITIONS

Date	: 15 Feb 86	AFSC: 57	IS EXPERIENCE	Location:	
How	often did you Air	use: Interior ccraft Info	Course 4/rmation /	Exterior Co Basic Operat	urse <u>5</u>
1.				imulator? (circ	le answer)
	1	2	3	4	
	disliked			like	d very much
	Why? 14.13	wax to	leasa wit	bont endangerin	g life oc
	property				
2.	How easy was	it to use?	(ciccle an	nswer)	
	1	22	3	<u>(4)</u>	5
	very difficu				very easy
	Why? it was	easy after	you get to	Know the Laca	tion of
	the controls.				
3.	Would you l	ike to tak	ce more tr	aining this wa	y? (circle
	1	22	3	4	<u> </u>
	absolutely n	ot			definitely
	Why? 1/13	a cheoper	way to lea	so than burne	s c C-141
4.	Is the info			n the Aircraft le answer)	Information
	1	2	3	<u> </u>	5
	not clear				clear
	Why? Econ.	se it show	1 the loc	etion of santo	her dower
	zerejeny ho	thes a cont	and week	. In Cornelison	hu 1.
	Buch James				

	nformation pre understand?	sented in the	Basic Operat	ions section
1	2	3	4	<u></u>
not clear	r			clear
Why? <u> </u>	nes of eguip	mest avalible		
			? (circle answ	•
1	22	3	4	
disliked			lik	ed very much
•	pe because I		a can hoppe.	is fire
			Situation Sin	
		•	+ upuld be	,
differen	t types of	aircrafte		

e:	25 Feb	96	AFSC: ¬	50	TENC 4	Location	n: AND	rews
0	often did		Interio	r Cours	e <u>////</u> n	_ Exter _ Basic (ior Cou Operatio	rse //// ons _/_
	Did you	like us	ing the	situat	ion sir	mulator?	(circle	e answer)
	1	(2)	3		4		5
	disliked						liked	very muc
	Why?	confusin	ig beco	wse I	was	New	to the	machine
	How easy	was it	to use	? (circ	le ans	wer)		
	1		2	3		4		5
	very dif	ficult						very eas
	Why? _			n so	<u>metim</u>	es ina	icurad	e in
	Would y answer)	ou lik	e to t	ake mor	e trai	ining th	nis way	? (circl
	1		2			4		5
	absolute	ly not						definitel
	Why?	400 00	learn	alittle				
	Is the section	information in the second in t	ation p	present	ed in circle	the Air	craft I	nformatio
	1		2	3		4		
	not clea	r						clear
	Why?							
		*		···		·		
								

	•	•		
	2		4	
not clear				c1
Why?				
Were the fi	re situation	s realistic	? (circle answe	r)
1	2	3	4	
disliked			like	d ver
What change	s would you	make to the	Situation Simu	
What change 	s would you do like touch s	make to the	Situation Simu	<u> </u>
What change I would	s would you de like s	make to the	Situation Simu	<u> </u>
What change	s would you de like s	make to the	Situation Simu	<u> </u>
What change	s would you de like s	make to the	Situation Simu	<u> </u>

	Aircraft I	ior Course <u>4</u> nformation <u>/</u>	Basic Oper	ations _
		he situation s		_
	2	3	4	
disliked			li	ked very
why?	Very realist	ic and constru	ective.	
	_	se? (circle an		_
very diff.	(2)	3	4	
•				very
why?	+'s hard a	+ the beginning	to get used	/ +0 1+.
Would you	ı like to	take more tra	aining this	way? (ci
Would you answer)	u like to	take more tra	aining this	way? (ci
answer)	22	take more tra	aining this	way? (ci
answer)	22		aining this	
answer) 1 absolutely	2 y not	3	4	defini
answer) 1 absolutely	2 y not		4	defini
answer) 1 absolutely	2 y not	3	4	defini
absolutely Why?	y not T + s easy nformation	to learn this	s way and /	defini
absolutely Why?	y not T + s easy nformation	3	s way and /	defini
absolutely Why?	y not T + s easy nformation	to learn this	s way and /	defini
absolutely Why?	y not T+s easy nformation asy to unde	fo learn this presented in rstand? (circl	the Aircrafte answer)	defini

not clear not clear why? It was simple and explained in detail. Were the fire situations realistic? (circle answer) 1 2 3 4 disliked liked very why? The pictures are very realisticand with the voices of the people from the computer it feels like you are in a real fire. What changes would you make to the Situation Simulator: Make more different situations.	4	•	2	α	
why? It was simple and explained in detail. Were the fire situations realistic? (circle answer) 1 2 3 4 disliked liked very why? The pictures are very realisticand with the voices of the people from the computer it feels like you are in a real fire. What changes would you make to the Situation Simulator:	<u> </u>		<u> </u>		
Were the fire situations realistic? (circle answer) 1 2 3 4 disliked liked very why? The pictures are very realisticand with the voices of the people from the compurer it feels like you are in a real fire. What changes would you make to the Situation Simulator:	not clear				C1
Were the fire situations realistic? (circle answer) 1 2 3 4 disliked liked very Why? The pictures are very realisticand with the voices of the people from the compurer it feels like you are in a real fire. What changes would you make to the Situation Simulator:	Why?	It was simple	and explain	ned in detail.	
disliked liked very why? The pictures are very realisticand with the voices of the people from the compurer it feels like you are in a real fire. What changes would you make to the Situation Simulators					
disliked liked very why? The pictures are very realisticand with the voices of the people from the compurer it feels like you are in a real fire. What changes would you make to the Situation Simulators					
why? The pictures are very realisticand with the voices of the people from the computer it feels like you are in a real fire. What changes would you make to the Situation Simulator:	Were the f	ire situation	ns realistic	circle answ	er)
Why? The pictures are very realisticand with the voices of the people from the compurer it feels like you are in a real fire. What changes would you make to the Situation Simulators	1	2	3	4	(
what changes would you make to the Situation Simulators	disliked			lik	ed very
in a real fire. What changes would you make to the Situation Simulator?				1 11 11	
what changes would you make to the Situation Simulators	Why?	e pictures a	ne very realist	gand with the	voices
in a real fire. What changes would you make to the Situation Simulator?	of the	seople from the	e compurer it	feels like y	ou are
What changes would you make to the Situation Simulator?			•	,	
					
		es would vou	make to the	Situation Sim	ulator:
Make more different situations.	What chanc	ica modra log	mare co cire		aracor.
	_	/. >~	1 -1 1	_	
	_	more differen	+ situation	<u>s.</u>	
	_	more disterer	t situation	<u>s.</u>	
	_	more différer	t situation	s	
	_	more dilaterer	nt situation	<u>s.</u>	
	_	more di Azrev	t situation	<u>s</u> .	
Comments:	Make	more dilateren	t situation	s .	
	Make Comments:				e chan
I enjoyed pretty much because it gave me the chan	Make Comments: I en	joyed pretty m	such because	if gave me th	
	Make Comments: I en of made a	loyed pretty m	nuch because different pos	if gave me the itions like; cr	

Date	e: 25 FER 86 AFSC: 57/50 Location:	
How	often did you use: Interior Course Exterior Cour Aircraft Information Basic Operation	se /
1.	Did you like using the situation simulator? (circle	answer)
	1 2 3 4	
	disliked liked	very much
	truck	
2.	How easy was it to use? (circle answer)	
	1 2 (3) 4	<u> </u>
	very difficult	very easy
	why? ofter a couple of truss ?	d goes
3.	Would you like to take more training this way?	(circle
	1 2 3 4	5
	absolutely not	efinitely
	why? <u>Gull more insight</u>	
4.	Is the information presented in the Aircraft In section easy to understand? (circle answer)	formation
	1 2 3 4	5
	not clear	clear
	why? sometimes it didn't m	ole

not clear			4	
				clear
Why?				
Were the fi	re situation	ns realistic?	(circle answ	ver)
1	22	3	<u> </u>	5
disliked			lik	ed very mu
Why?				
What change		make to the		
Comments:				
				

Date	: 27 Fe 1586	AFSC: 75	15-7 1 years Experience	Location: 27	An shews AFB
How	often did you Air	use: Interior craft Info	r Course	Exterior C Basic Opera	ourse tions
1.	Did you like	using the	situation si	mulator? (cir	cle answer)
	1	2	3	44	5
	disliked			lik	ed very much
	Why? Lie	ps wa	th duisi	on mak	ing Mocess
2.	How easy was	it to use	? (circle ans	(wer)	5
	very difficul	t			very easy
	why? Too	hes .	sometin	re zetter to put e n areas	is familia
3.				ining this w	
	1	2	3	44	5
	absolutely no	t			definitely
	Why?	re tin	no would	Dalfou	Low
	why? Mo	exper	mination	i.	
4.	Is the infor section easy	mation p to unders	resented in tand? (circle	the Aircraft answer)	Information
	1	2	3	44	
	not clear				clear
	Why?	ute s	e fferen	if to i	muke
	<u></u>	ans_			

5.	Is the in easy to u	formation presinderstand?	sented in the	Basic Operat	ions section
	1	2	33	4	
	not clear	•			clear
	Why?	Not to	detaile	<u></u>	
6.		fire situation			ver)
	disliked				ted very much
	why?	appear Lies im	sy be e	Commo	n areas
7.		nges would you			
8.	Comments	:			

Date:	: 27 Fz686 AFSC: _	57150 4 years experience	ocation: AA	OFB_
How o	often did you use: Interio Aircraft Inf	r Course	Exterior Co Basic Operat	urse <u>4</u>
1.	Did you like using the	situation simu	lator? (circ	le answer)
	1 2	3	4	
	disliked		like	d very much
	why? Gave the	feeling or	Fcontrol	in
	- Like ground	situation.		
2.	How easy was it to use	? (circle answe	er)	
	12	<u>(3)</u>	<u> </u>	5
	very difficult			very easy
	Why? It was	modernte +	la operati	e do to
	student being o	colorbling	and e	nteunces
	to siecenst u	IR & hard	to iden	<u>Lify</u>
3.	Would you like to to answer)			•
	122	3	4	
	absolutely not			definitely
	Why? helps wa	w make	Line and	Topour d
	decisions more	are made	and Fre	Le
	a serious more	- CONCENTE	7 700	
4.	Is the information processes to understanding the section easy to understanding the section of t			Information
	1 2	3	_Ø	5
	not clear			clear
	Why? Aircents	information	n_was o	00 d.
	why? Aircraft und explained	l, easy to	unders.	and
		,		

West dis	re the		ations	realis	stic?	(circle		clear
West dis	re the	fire situ	ations	realis	stic?	(circle	answer	
We:	re the	fire situ	ations	realis	stic?	(circle	answer	.)
di: Wh	1sliked					•	answer	
Wh	sliked	2_		3		A		
Wh						<u>*</u> _		<u> </u>
							liked	i very muc
		likeo set		•				'hatis
_ <u>_</u>	that	symbols slops	ould est	like wuld	to be	555 USE	d in	d to
Co	mments	·						
_								

e	: 4 <u>, 260 M</u>	AFSC:	9 July Experience	Location: //	<u>www.sare</u> F,
' (often did y	ou use: Interi Aircraft In	or Course 3	_ Exterior C _ Basic Opera	ourse
	Did you li	ke using th	e situation si	mulator? (cir	cle answer)
	1	22	3	4	
	disliked			lik	ed very much
	Why? A	NEW ALL	ENGLY TO TH	AINING	
	How easy w	as it to us	e? (circle ans		
			er (circle ans		5
	very diffi			 	very easy
	Why? FOR	SOMEONE	NOT USED	FOR COM	nUTGR5
			NOT USED		
	IT MAI	PROVED	TO BE A	UTILE OF	
	IT MAI	T TO US		UTILE OF	CHELLE
	DIFFICUL, Would you answer)	-	TO DE A	ining this w	yay? (circle
	DIFFICUL, Would you answer)	-	TO BF A	ining this w	yay? (circle
	DIFFICULA Would you answer) 1 absolutely	-	TO ST A	ining this w	ray? (circle
	Mould you answer) 1 absolutely Why?	PROVED T TO US like to to 2 not	TO ST A	ining this w	definitely
	Mould you answer) 1 absolutely Why?	PROVED F TO US like to to 2 not formation	TO ST A	ining this w	definitely
	Mould you answer) 1 absolutely Why?	PROVED F TO US like to to 2 not formation	TO ST A	ining this w	definitely
	Mould you answer) 1 absolutely Why?	PROVED T TO US like to to 2 not formation sy to under	presented in stand? (circle	ining this w 4 the Aircraft answer)	definitely Information
	Would you answer) 1 absolutely Why? Is the in section ea 1 not clear	PROVED F [7] [/3 like to to 2 not formation sy to under	presented in stand? (circle	the Aircraft answer)	definitely Information

<u> </u>	2	3	44	<u> </u>
not clear				clear
Nhy?				
Were the fi	re situatio	ns realistic?	(circle answ	er)
1	2	3	4	(5)
disliked				ed very m
Why? 6/06	5 100 C	VIFFERENT	SCENERIOU	5 _ THAI
		V THE FIRE		
	s would you	make to the	Situation Sim	ulator?
-	-	UP TO LOG		
THAT IT	18 567	UP FO LOU	M F.O. 5	TaP's
THAT IT	18 567		M F.O. 5	TaP's

ften did y	Interio Aircraft Inf	r Course	Exterior Basic Oper	Course <u>K</u> ations <u> </u>
Did you li	ke using the	situation s	imulator? (ci	rcle ansv
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disliked			li	ked very
Why?				
	was it to use			
1	<u>2</u>	3	4	
				very
why?	cult			
Why?			aining this	
Would you answer)	ı like to ta	ake more tra		way? (ci
Would you answer)	like to ta	ake more tra	aining this	way? (ci
Would you answer)	like to ta	ake more tra	4	way? (ci
Would you answer) 1 absolutely	like to to	ake more tra	4	way? (ci
Why? Would you answer) 1 absolutely Why? Is the ir	like to to	ake more tra	4 the Aircraf	way? (ci
Would you answer) 1 absolutely Why?	like to to	ake more tra	4 the Aircraf	way? (ci
Would you answer) 1 absolutely Why? Is the ir section ea	2 y not information pasy to unders	ake more tra	the Aircraf	way? (ci

•	Is the inf easy to ur		sented in the	Basic Operat	ions section
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	not clear				clear
	Why?				
	Were the	fire situation	ns realistic?		•
	1	2	3->	44	5
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			, begin rescu cated in con		
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	Add in	the units f	on natual.	Laid resp.	we to
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Interior Course III Exterior Course III Aircraft Information Basic Operations III 1. Did you like using the situation simulator? (circle answer) Did you like using the situation simulator? (circle answer)	
disliked liked very m Why? To helf Cooling personell in Tense Situation How easy was it to use? (circle answer) 1 2 3 4 5 very difficult very e	_
disliked liked very m Why? To helf Columpersonell in Tense Situation How easy was it to use? (circle answer) 1 2 3 4 5 very difficult very e	r)
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How easy was it to use? (circle answer) 1 2 3 4 5 very difficult very e	uch
How easy was it to use? (circle answer) 1 2 3 4 5 very difficult very e	
1 2 3 4 5 very difficult very e	
1 2 3 4 5 very difficult very e	
very difficult very e	
Why?	asy
mig	
Would you like to take more training this way? (ciranswer)	cle
1 2 3 5	
absolutely not definit	ely
Why? Self Study	
Is the information presented in the Aircraft Informat section easy to understand? (circle answer)	ion
1 2 3 (4) 5	
not clear clea	
Why?	r
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1	2	3	4)	
not clear				cl
Why?				
Were the fi	re situation	s realistic?	(circle ans	wer)
1	_22	3	P	
disliked			1i	ked very
Why?				
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		make to the		mulator?
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THE PRAM PROGRAM OFFICE

A co-managed Air Force organization (ASD and AFALC) whose mission is to reduce AF Operational and Support costs and enhance the combat effectiveness of fielded systems. PRAM has the funds and the expertise required to prototype and test new ideas. Since 1975, PRAM has initiated projects to:

- Apply current technology to fielded systems/equipment problems.
- Improve equipment/procedures for repair and overhaul at the ALCs and operational units.
- Test new lab developments for solving old support problems.
- Adapt commercial equipment and methods to AF use.
- Develop new specifications and standards.

